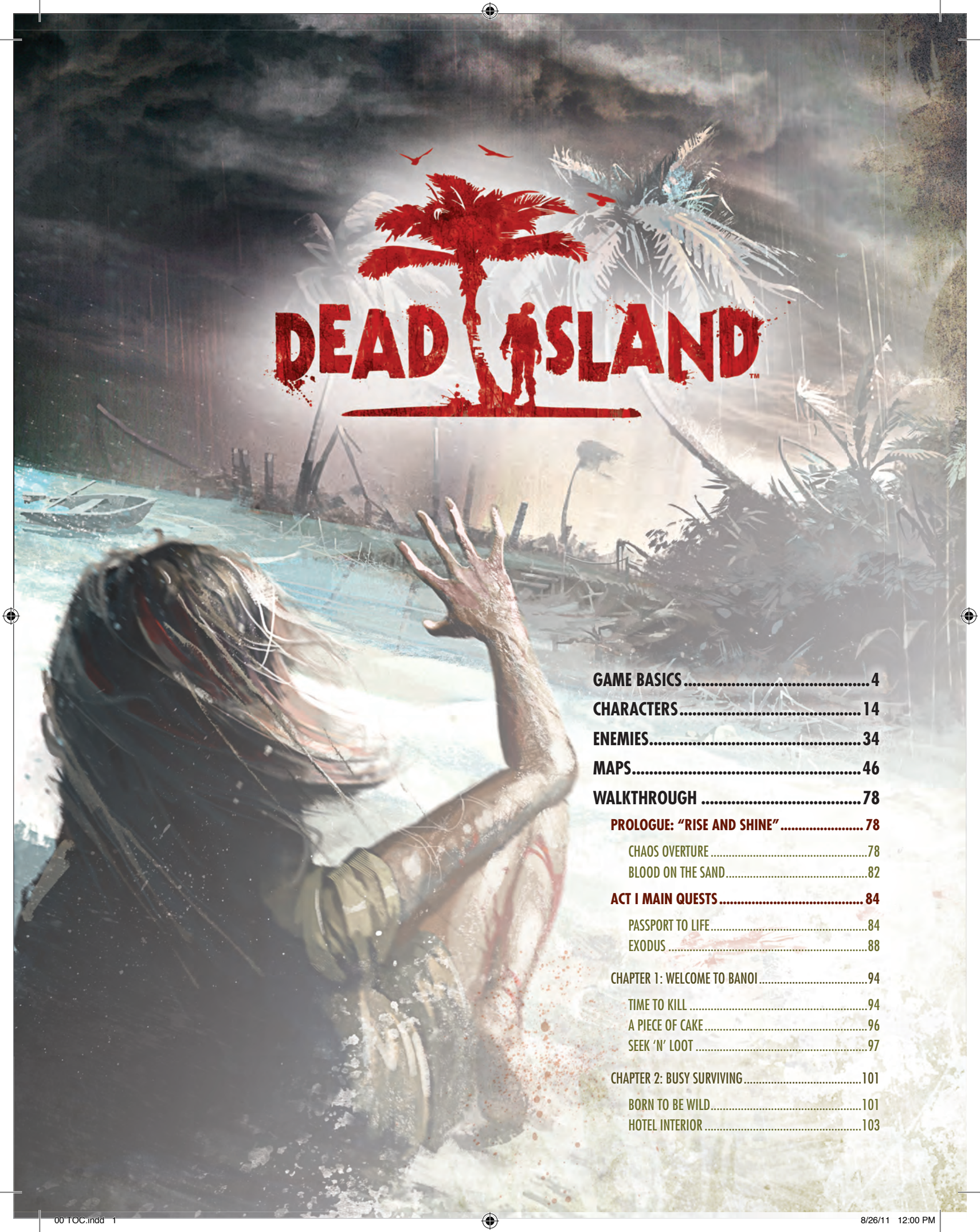

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BASICS

Survive

All the playable characters in the game (Purna, Logan, Sam B. and Xian) came to The Island of Banoi for different reasons and have nothing in common, but they will have to put aside their differences and fight together as a team if they are to survive the zombie apocalypse that has befallen this tropical paradise. This beautiful island just off the coast of Papau, New Guinea is stricken with a virus that's rapidly spreading from deep inside its jungle bowels.

Game Plan

We have covered every Main Quest and Sidequest in the game at the time of its release. DLC content is not covered here and when it is available it can be found at www.bradygames.com.

QUEST STRATEGIES

We suggest taking every quest offered to you (or discovered), even if you have no intention of completing them soon. This saves you back and forth time across large areas, as many quest objectives are located in close proximity to each other.

Main Quests are unlocked one after another, while Subquests are often unlocked during Main Quests and are sometimes pivotal to completing Main Quests. Subquests are generally independent of a Main Quest and start by talking to Survivors and subsidiary characters. Approach everyone to see if they will talk to you. This often leads to new Subquests. Another good way to discover Sidequests is by inspecting the map in areas where you've cleared the fog of war. Quest givers appear on the minimap as exclamation points.

During the course of the game you can have a Main Quest underway while having multiple Sidequests and Continuous Events occurring all at the same time. To switch focus and work on something besides the default selected Main Quest, select the Sidequest of choice in the Quests menu so that the minimap's automatic route illustrates the destination of the selected Sidequest's current objective.

LEVELING UP

When you're not bashing skulls, you should be exploring everywhere and looking through everything. Pick up everything you can. This helps you not only discover Subquests, but also helps you level up more quickly. How does picking up items level you up, you ask? If you have more items and weapons than you need, you can make money by selling to **stores** (survivors hanging on to their shops or selling anywhere they can). And having money readily available allows you to afford frequent weapon repairs and upgrades, which means you can exterminate more undead more efficiently and more frequently. Killing enemies equals XP. So you can see how scrounging for every dollar and item will get you leveled up quickly. And the quicker you level up, the closer you get to that coveted Skill upgrade you've been eyeballing.

WEAPONS

Weapon collecting, repair and modification play a key part in your strategy. While attempting to survive the zombie apocalypse, you need to use everything you can get your hands on to battle the undead. Of course, not every weapon is as powerful as the next and some weapons will break after extensive usage. There are several options available for you to maintain or upgrade weapons.

Workbenches are found all over the island. With the appropriate weapons and items, you can repair, upgrade or modify new weapons at these stations.

It's very helpful to use the weapons that your character specializes in; each character works best with his or her favorite weapon. So if you are a skull-smasher, a neck slicer, or an old-school shooter gunning for headshots, you will find the perfect fighting class for you in the four original characters. With these large differences in fighting skills, understandably each class has a very unique Skill upgrade tree, which gives the individual weapon class some nice boosts. See our Crafting section of this guide for help with weapon repair and upgrades.

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Skills

You earn experience by completing quests and defeating enemies. No matter what character you choose, earning XP is the building block to strengthening abilities. When you level up, your health and skill points increase. Skill points are used to purchase new abilities and bonuses. Each character has three skill categories that can be enhanced: **Fury**, **Combat**, and **Survival**. It is important to spread experience points somewhat evenly through these three skill categories to have a balanced fighter. You will find each character's unique specialty requires a different upgrading strategy for getting them all to feel balanced to you. Putting extra strength in Combat or Fury is always fun.

FURY

Fury is the fuel for each character's unique signature attack. Your signature attack makes you more efficient and powerful but only lasts as long as the Fury. You spend Skill Points upgrading individual nuances of Fury using the Skill tree in the Pause menu. Each character is offered many unique upgrades, but generally you upgrade the power, the duration and the available bonus attacks that are unleashed during a Fury attack.

RAGE METER

Fury can only be unleashed once you have a full, red, and blinking Rage Meter. The Rage Meter only fills when you kill enemies. When you kill enemies using instruments you specialize in, the Rage Meter often fills more quickly. There are also enhancing upgrades available that alter the Rage Meter so it fills quicker and with less rage needed—less head banging needed.

COMBAT

The Combat Skill upgrades are the middle column of upgrades in the Skills menu. These upgrades increase the power of your specialty weapons, make them more durable, and decrease the cost to maintain them. These are great places to spend skill points. When you have good Combat upgrades and you can afford regular weapon repair, then there's nothing stopping you.

SURVIVAL

Survival upgrades are the enhancements that give your character the basic necessities of a developing fighter. This is where to go when you need more room in your backpack, or when you want to learn a lock picking skill. Survival upgrades make you stronger, luckier, healthier, and richer—and quite possibly a miracle healer. Choosing which enhancements to spend your hard-earned skill points on is a tough decision. It requires a fair amount of thought. We suggest a balanced approach to upgrading by spreading your skill points somewhat evenly through the three Skill categories.

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Challenges

Completing **Challenges** is another great way to earn extra XP. You can find the Challenge list in the Extras menu on the Main menu where you can choose to Continue, Play or go to Options. The current number of times you have accomplished a particular requirement is graphically tallied here so you can view your progress. Challenges are similar in concept to Achievements and Trophies, but these Challenges award you a great amount of experience points that will help you level up more quickly. There are multiple levels of each Challenge that come with an increasing amount of accomplishments with bigger experience point payouts.

DECAPITAL PUNISHMENT

Levels: 4
Reward: 500 XP
Details: Cut off head

CURRENT LEVEL	AMOUNT NEEDED TO REACH NEXT LEVEL
1	25
2	100
3	250
4	500

SOMEBODY SET UP US THE BOMB

Levels: 4
Reward: 200 XP
Details: Kill enemies with explosives

CURRENT LEVEL	AMOUNT NEEDED TO REACH NEXT LEVEL
1	25
2	50
3	100
4	500

SPLAT! HEADSHOTS!

Levels: 4
Reward: 200 XP
Details: Crush heads (blunt weapon head crushes).

CURRENT LEVEL	AMOUNT NEEDED TO REACH NEXT LEVEL
1	25
2	100
3	250
4	500

PARTY CRASHER

Levels: 4
Reward: 200 XP
Details: Break down doors.

CURRENT LEVEL	AMOUNT NEEDED TO REACH NEXT LEVEL
1	5
2	10
3	25
4	50

YA RLY

Levels: 4
Reward: 100 XP
Details: Rack up kills

CURRENT LEVEL	AMOUNT NEEDED TO REACH NEXT LEVEL
1	2500
2	5000
3	10000
4	15000

MILITARY-INDUSTRIAL COMPLEX

Levels: 4
Reward: 200 XP
Details: Shoot rounds.

CURRENT LEVEL	AMOUNT NEEDED TO REACH NEXT LEVEL
1	1000
2	2500
3	5000
4	10000

TRAFFIC JAM

Levels: 4
Reward: 100 XP
Details: Kill enemies using a vehicle.

CURRENT LEVEL	AMOUNT NEEDED TO REACH NEXT LEVEL
1	50
2	250
3	1000
4	2500

DECAPITAL PUNISHMENT

Levels: 4
Reward: 500
Details: Cut off heads

CURRENT LEVEL	AMOUNT NEEDED TO REACH NEXT LEVEL
1	25
2	100
3	250
4	500

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I CAN SWING IT

Levels: 4
Reward: 200 XP
Details: Swing a melee weapon.

CURRENT LEVEL	AMOUNT NEEDED TO REACH NEXT LEVEL
1	1000
2	2500
3	5000
4	10000

FINDERS KEEPERS

Levels: 4
Reward: 200 XP
Details: Loot corpses

CURRENT LEVEL	AMOUNT NEEDED TO REACH NEXT LEVEL
1	100
2	500
3	1000
4	5000

TREASURE HUNTER

Levels: 4
Reward: 200 XP
Details: Open lootable containers

CURRENT LEVEL	AMOUNT NEEDED TO REACH NEXT LEVEL
1	100
2	250
3	500
4	1000

BLACK FRIDAY THE 13TH

Levels: 4
Reward: 200 XP
Details: Buy items from stores (survivors buying and selling weapons and items)

CURRENT LEVEL	AMOUNT NEEDED TO REACH NEXT LEVEL
1	25
2	100
3	250
4	500

CAN'T HAVE ENOUGH RAM

Levels: 4
Reward: 100 XP
Details: Ram enemies (this is a Sam B. challenge only)

CURRENT LEVEL	AMOUNT NEEDED TO REACH NEXT LEVEL
1	25
2	100
3	250
4	500

DEAD MEN WALKING

Levels: 4
Reward: 500
Details: Slay Walkers

CURRENT LEVEL	AMOUNT NEEDED TO REACH NEXT LEVEL
1	50
2	250
3	1000
4	2500

HE NEVER LIKED IT

Levels: 4
Reward: 200 XP
Details: Cut off limbs

CURRENT LEVEL	AMOUNT NEEDED TO REACH NEXT LEVEL
1	100
2	250
3	1000
4	2500

WHO BUTCHERS THE BUTCHERS?

Levels: 4
Reward: 100 XP
Details: Kill Butchers

CURRENT LEVEL	AMOUNT NEEDED TO REACH NEXT LEVEL
1	5
2	10
3	25
4	50

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LET THE ZOMBIES HIT THE FLOOR

Levels: 4
Reward: 200 XP
Details: Kill Floaters

CURRENT LEVEL	AMOUNT NEEDED TO REACH NEXT LEVEL
1	10
2	30
3	100
4	250

SMELLS LIKE APOCALYPSE

Levels: 4
Reward: 10 XP
Details: Kill enemies using a weapon with fire damage modification

CURRENT LEVEL	AMOUNT NEEDED TO REACH NEXT LEVEL
1	25
2	50
3	100
4	500

ANGER MANAGEMENT

Levels: 4
Reward: 100 XP
Details: Kill Rams

CURRENT LEVEL	AMOUNT NEEDED TO REACH NEXT LEVEL
1	10
2	25
3	50
4	100

FIREPOWER

Levels: 4
Reward: 100 XP
Details: Shoot and kill enemies

CURRENT LEVEL	AMOUNT NEEDED TO REACH NEXT LEVEL
1	100
2	250
3	500
4	1000

WHAT A WAY TO GO

Levels: 4
Reward: 100 XP
Details: Kill Suiciders

CURRENT LEVEL	AMOUNT NEEDED TO REACH NEXT LEVEL
1	15
2	30
3	60
4	150

SOCIALITE

Levels: 4
Reward: 100 XP
Details: Spend hours playing online co-op with other people

CURRENT LEVEL	AMOUNT NEEDED TO REACH NEXT LEVEL
1	1
2	5
3	10
4	25

SHOCKER

Levels: 4
Reward: 100 XP
Details: Kill enemies using a weapon with shock damage modification

CURRENT LEVEL	AMOUNT NEEDED TO REACH NEXT LEVEL
1	25
2	50
3	100
4	500

TRUST ME, I'M A DOCTOR

Levels: 4
Reward: 100 XP
Details: Revive a teammate

CURRENT LEVEL	AMOUNT NEEDED TO REACH NEXT LEVEL
1	15
2	50
3	100
4	250

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UNDEAD PRESIDENTS

Levels: 4
Reward: 500 XP
Details: Loot (the amount of $ shown below)

CURRENT LEVEL	AMOUNT NEEDED TO REACH NEXT LEVEL
1	$10,000
2	$100,000
3	$1,000,000
4	$10,000,000

IT'S WAY OVER 9000!

Levels: 4
Reward: 100 XP
Details: Kill enemies with Fury attacks

CURRENT LEVEL	AMOUNT NEEDED TO REACH NEXT LEVEL
1	100
2	250
3	1000
4	2500

MY COLLECTIBLES—LET ME SHOW YOU THEM!

Levels: 1
Reward: 10000 XP
Details: Find all Collectible items in the game!

CURRENT LEVEL	AMOUNT NEEDED TO REACH NEXT LEVEL
1	140

Xbox Achievements

ID	SINGLE	CO-OP	NAME	TEXT	CRED	HIDDEN
1	✓	✓	One is all I need	Kill 5 Infected in a row with a single blow.	20	
2	✓	✓	Can't touch this	Use a hammer to kill a series of 15 zombies without taking damage.	20	
3	✓	✓	Humanitarian	Kill 50 human enemies.	15	
4	✓	✓	Light my fire	Set 10 zombies on fire simultaneously.	20	
5	✓	✓	10 heads are better than 1	Kill 10 zombies in a row with headshots.	15	
6	✓	✓	A taste of everything	Kill a zombie with 10 different melee weapons.	25	
7	✓	✓	To put it bluntly	Kill 250 zombies using blunt melee weapons.	25	
8	✓	✓	Hack & slash	Kill 250 zombies using edged melee weapons.	25	
9	✓	✓	Guns don't kill but they help	Kill 250 zombies using firearms.	25	
10	✓	✓	Tae Kwon Leap	Kill 25 zombies with your bare fists.	25	
11	✓	✓	I want one of those	Customize 25 weapons.	30	
12	✓	✓	Karma-geddon	Kill 50 zombies using a vehicle.	15	
13	✓	✓	Catch!	Kill an Infected with a grenade blast.	10	
14	✓	✓	Road Trip	Drive a total distance of 10 kilometers.	10	
15	✓	✓	Cardio	Travel a distance of 20 kilometers on foot.	10	
16	✓	✓	Rootin' Tootin' Lootin'	Loot 25 Exceptional Weapons.	30	
17	✓	✓	'Tis but a flesh wound!	Sever 100 limbs.	10	
18	✓	✓	There and back again	Explore the entire island.	30	

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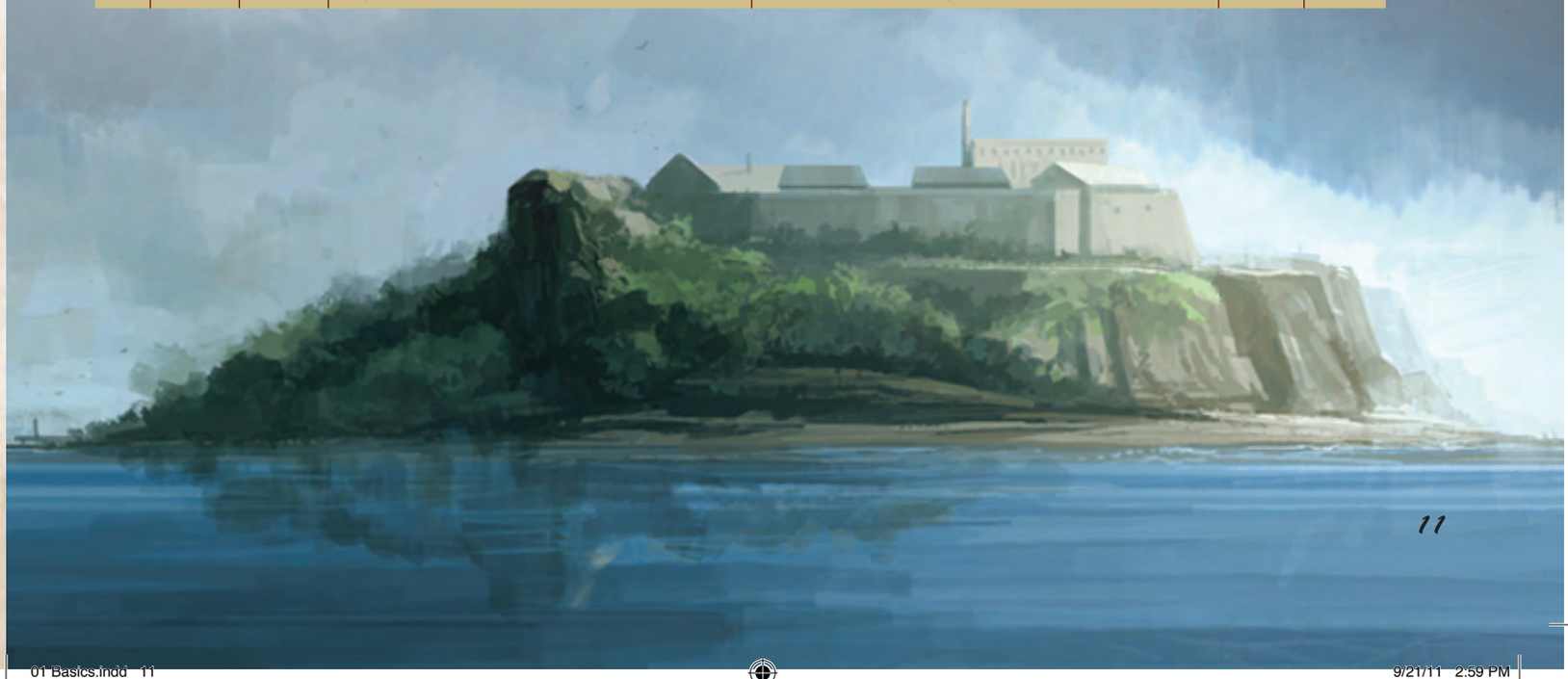
ID	SINGLE	CO-OP	NAME	TEXT	CRED	HIDDEN
19	✓	✓	Ah! Spoiled meat!	Kill a Butcher using an axe.	10	HIDDEN
20	✓	✓	Oh, no you don't	Kill a Ram using tackle skill.	10	HIDDEN
21	✓	✓	Gesundheit!	Heal yourself with a MedKit 100 times.	10	
22	✓	✓	Swing them sticks	Kill 150 enemies using Analog Fighting controls.	25	
23	✓	✓	Everybody lies	Use a large MedKit to heal an injury of 5% or less.	20	HIDDEN
24	✓	✓	Hell in paradise	Complete Act I.	30	HIDDEN
25	✓	✓	No raccoons in here	Complete Act II.	30	HIDDEN
26	✓	✓	King of the jungle	Complete Act III.	30	HIDDEN
27	✓	✓	Banoi Redemption	Complete Act IV.	30	HIDDEN
28	✓	✓	Right 4 Life	Complete Act 1 with 4 different characters.	30	
29	✓	✓	A very special day	Kill 250 zombies with modified weapons.	30	
30	✓	✓	How many days exactly?	Play Dead Island at least 28 days after starting it for the first time.	10	HIDDEN
31	✓	✓	Busy, busy, busy	Finish 75 quests cumulatively.	60	
32	✓	✓	Learning the ropes	Reach level 10.	10	
33	✓	✓	Dedicated student	Reach level 25.	25	
34	✓	✓	School of hard knocks	Reach level 50.	30	
35	✓	✓	First!	Kill a Suicider with a grenade.	15	HIDDEN
36	✓	✓	Knock, knock	Breach a locked door with the first blow.	15	
37	✓	✓	Gotta find 'em all	Find 60 Collectibles.	20	
38	✓	✓	Nearly there	Find 120 Collectibles.	25	
39	✓	✓	Steam Punk	Create weapons to rival the gods of fire or thunder.	30	
40	✓	✓	Savior	Save 5 people besieged by zombies.	20	HIDDEN
41		✓	Need a hand?	Join another player's game.	10	
42	✓	✓	Warranty Void if Used	Create a customized weapon.	10	
43	✓	✓	Rageman	Kill 100 enemies with Fury attacks.	25	
44		✓	People Person	Play with 10 different co-op partners for at least 15 minutes each.	10	
45		✓	Ménage à Trois	Complete 5 quests with 3 co-op partners.	25	
46		✓	Originality	Play in a co-op team of 4 different playable characters.	10	
47		✓	Together in the light	Complete 5 quests in a single co-op game with the same partners.	10	
48		✓	Going steady	Complete 25 quests while playing with at least one co-op partner.	25	



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PlayStation 3 Trophies

ID	SINGLE	CO-OP	NAME	TEXT	CRED	HIDDEN
1	✓	✓	One is all I need	Kill 5 Infected in a row with a single blow.	20	
2	✓	✓	Can't touch this	Use a hammer to kill a series of 15 zombies without taking damage.	20	
3	✓	✓	Humanitarian	Kill 50 human enemies.	15	
4	✓	✓	Light my fire	Set 10 zombies on fire simultaneously.	20	
5	✓	✓	10 heads are better than 1	Kill 10 zombies in a row with headshots.	15	
6	✓	✓	A taste of everything	Kill a zombie with 10 different melee weapons.	25	
7	✓	✓	To put it bluntly	Kill 250 zombies using blunt melee weapons.	25	
8	✓	✓	Hack & slash	Kill 250 zombies using edged melee weapons.	25	
9	✓	✓	Guns don't kill but they help	Kill 250 zombies using firearms.	25	
10	✓	✓	Tae Kwon Leap	Kill 25 zombies with your bare fists.	25	
11	✓	✓	I want one of those	Customize 25 weapons.	30	
12	✓	✓	Karma-geddon	Kill 50 zombies using a vehicle.	15	
13	✓	✓	Catch!	Kill an Infected with a grenade blast.	10	
14	✓	✓	Road Trip	Drive a total distance of 10 kilometers.	10	
15	✓	✓	Cardio	Travel a distance of 20 kilometers on foot.	10	
16	✓	✓	Rootin' Tootin' Lootin'	Loot 25 Exceptional Weapons.	30	
17	✓	✓	'Tis but a flesh wound!	Sever 100 limbs.	10	
18	✓	✓	There and back again	Explore the entire island.	30	
19	✓	✓	Ah! Spoiled meat!	Kill a Butcher using an axe.	10	HIDDEN
20	✓	✓	Oh, no you don't	Kill a Ram using tackle skill.	10	HIDDEN
21	✓	✓	Gesundheit!	Heal yourself with a MedKit 100 times.	10	
22	✓	✓	Swing them sticks	Kill 150 enemies using Analog Fighting controls.	25	
23	✓	✓	Everybody lies	Use a large MedKit to heal an injury of 5% or less.	20	HIDDEN
24	✓	✓	Hell in paradise	Complete Act I.	30	HIDDEN
25	✓	✓	No raccoons in here	Complete Act II.	30	HIDDEN
26	✓	✓	King of the jungle	Complete Act III.	30	HIDDEN
27	✓	✓	Banoi Redemption	Complete Act IV.	30	HIDDEN
28	✓	✓	Right 4 Life	Complete Act 1 with 4 different characters.	30	
29	✓	✓	A very special day	Kill 250 zombies with modified weapons.	30	
30	✓	✓	How many days exactly?	Play Dead Island at least 28 days after starting it for the first time.	10	HIDDEN
31	✓	✓	Busy, busy, busy	Finish 75 quests cumulatively.	60	
32	✓	✓	Learning the ropes	Reach level 10.	10	
33	✓	✓	Dedicated student	Reach level 25.	25	
34	✓	✓	School of hard knocks	Reach level 50.	30	
36	✓	✓	Knock, knock	Breach a locked door with the first blow.	15	
37	✓	✓	Gotta find 'em all	Find 60sCollectibles.	20	
38	✓	✓	Nearly there	Find 120sCollectibles.	25	
39	✓	✓	Steam Punk	Create weapons to rival the gods of fire or thunder.	30	

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ID	SINGLE	CO-OP	NAME	TEXT	CRED	HIDDEN
40	✓	✓	Savior	Save 5 people besieged by zombies.	20	HIDDEN
41		✓	Need a hand?	Join another player's game.	10	
42	✓	✓	Warranty Void if Used	Create a customized weapon.	10	
43	✓	✓	Rageman	Kill 100 enemies with Fury attacks.	25	
44		✓	People Person	Play with 10 different co-op partners for at least 15 minutes each.	10	
45		✓	Ménage à Trois	Complete 5 quests with 3 co-op partners.	25	
46		✓	Originality	Play in a co-op team of 4 different playable characters.	10	
47		✓	Together in the light	Complete 5 quests in a single co-op game with the same partners.	10	
48		✓	Going steady	Complete 25 quests while playing with at least one co-op partner.	25	

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LOGAN CARTER:

JACK OF ALL TRADES

SPECIALTY:
THROWING WEAPONS

STARTING STATS

HEALTH	SPEED	STAMINA
100	100	80

A former football star, spoiled by life and successful in every possible way, Logan's ego finally put an end to his bright future. Taking part in a reckless street race with tragic consequences, Logan not only killed a young woman[md]his unfortunate passenger; he also fractured his knee, putting an end to his sports career. His fall from stardom inevitably followed and he plunged swiftly into a life of bitterness and despair. In an attempt to get away from the demons hunting him, he gladly takes the chance to experience the beauties and wonders of Banoi.

PLAYING AS LOGAN

Logan used to be a football star, but his years away from the field have taken a toll. He has the lowest Stamina of the four heroes, so he won't be able to last as long while swinging the weapon around. You will have to space out your attacks and sprints more to survive with Logan, though with Conditioning, this can be improved.

He is a weapon throwing expert and can use this skill to his advantage when entering a battle. Start out by hitting your opponent with a quick throw before he/she gets too close[md]making the fight a little easier when the melee starts. In a group, hurl your weapons from a safe distance as your tank absorbs the damage. Logan's throwing ability can be upgraded with increased distance and damage, the possibility of bleeding and instant kill, and improved critical hit chance. You can even get added damage to nearby enemies with the Economical Throw upgrade.

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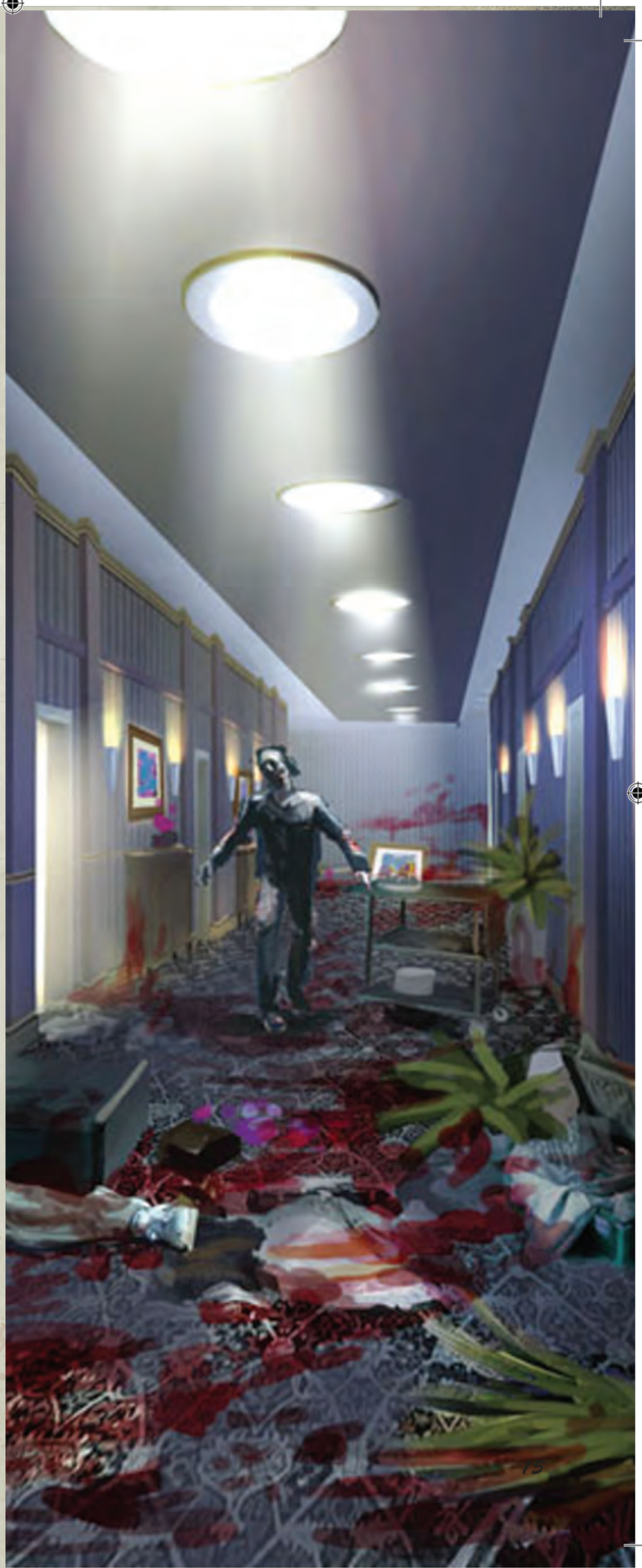
Grab his Fury skill first, Bullseye, which allows Logan to hit multiple enemies with one throw—up to 4 enemies with all of the Fury upgrades. A couple upgrades make building your rage easier. Combine this with Volatile (decreases Rage required for Fury) for more Fury opportunities. Wait for a big group of zombies and then use Bullseye to lay waste on the pack.

It is worth going after Sharp Apprentice fairly early on. This gives you the ability to Stomp, which makes finishing off fallen enemies much easier. You will have to put in at least eight points to the Combat tree to get it though.

You can't get by with just throwing your weapons around and fortunately Logan's first Combat upgrade is with Blunt Weapons. The Heavy Hitter upgrade gives you a special attack when aiming at an enemy's head with a Blunt Weapon. You can upgrade Logan's Firearms skill, but it is all the way down the Combat tree. With his weapon throwing prowess, you have a pretty good long range option.

In the Survival tree, there are some helpful upgrades such as decreased Upgrade cost and better chance of upgraded loot. Extra health is always nice, but it is located pretty far down on the tree. The Drunken Master upgrade gives Logan a boost in damage when drunk and Alcohol is fairly easy to come by. With all the weapon throwing, it wouldn't hurt to pick up the Boomerang upgrades along the Survival tree. This gives you a better chance of getting your thrown weapon back.



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SKILL UPGRADES

FURY

BULLSEYE

SKILL LEVELS: 1

On Fury, you can hit 2 enemies with one thrown weapon, and your throwing range is 15 meters. When the rage meter is full, hold B/Circle to activate your special Fury skill.

LONGSHOT

SKILL LEVELS: 3

Increases throwing range on Fury.

1 Throw range: +2.5 meters
2 Throw range: +5 meters
3 Throw range: +7.5 meters

FURIOUS THROW

SKILL LEVELS: 3

Killing enemies with throws gains additional rage.

1 Rage gain: +10%
2 Rage gain: +20%
3 Rage gain: +30%

GRAZING HITS

SKILL LEVELS: 3

Chance to inflict bleeding when throwing with Bullseye.

1 Bleeding chance: 15% (on Fury)
2 Bleeding chance: 30% (on Fury)
3 Bleeding chance: 45% (on Fury)

TRUE BULLSEYE

SKILL LEVELS: 1

You can now hit 3 enemies with one thrown weapon on Fury.

WINGS OF DEATH

SKILL LEVELS: 3

Chance to instantly kill enemies when throwing on Fury.

1 Instant kill chance: 3% (on Fury)
2 Instant kill chance: 6% (on Fury)
3 Instant kill chance: 9% (on Fury)

BATTLE RAGE

SKILL LEVELS: 3

Kills with one-handed weapons gain additional rage.

1 Rage gain: +6%
2 Rage gain: +12%
3 Rage gain: +18%

VOLATILE

SKILL LEVELS: 3

Decreases the amount of rage required to activate Fury.

1 Rage required: -5%
2 Rage required: -10%
3 Rage required: -15%

DEAD EYE BULLSEYE

SKILL LEVELS: 1

You can hit 4 enemies with one thrown weapon on Fury.

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COMBAT

HEAVY HITTER

SKILL LEVELS: 1

Blunt weapons are now more efficient and effective.
Using a blunt weapon, you can trigger a special attack if you press Right Trigger/R2 while aiming for the enemy's head.

Blunt weapon damage: +5%
Blunt weapon stamina cost: -10%
Blunt weapon critical hit chance: +1%
Head damage inflicted with blunt weapons: +5%

KICKER

SKILL LEVELS: 3

Increases critical hit chance when kicking.

1 Critical hit chance: +5%
2 Critical hit chance: +10%
3 Critical hit chance: +15%

FENCER

SKILL LEVELS: 3

Increases damage with one-handed weapons.

1 One-handed damage: +5%
2 One-handed damage: +10%
3 One-handed damage: +15%

MASS DRIVER

SKILL LEVELS: 3

Increases throwing range of melee weapons.

1 Throwing range: +2.5 meters
2 Throwing range: +5 meters
3 Throwing range: +7.5 meters

MAINTENANCE

SKILL LEVELS: 3

The condition of weapons deteriorates at a slower rate.

1 Weapon durability: +5%
2 Weapon durability: +10%
3 Weapon durability: +15%

FRENZY

SKILL LEVELS: 3

A kill increases damage for five seconds.

1 Damage: +10%
2 Damage: +20%
3 Damage: +30%

FLOW

SKILL LEVELS: 3

Decreases stamina cost with one-handed weapons.

1 Stamina cost: -15%
2 Stamina cost: -30%
3 Stamina cost: -45%

SHARP APPRENTICE

SKILL LEVELS: 1

Using a sharp weapon, you can trigger a special attack if you press Right Trigger/R2 while aiming for the enemy's head.

Aim at the head of a fallen enemy and press Left Bumper/L1 to stomp.

Sharp damage: +5%
Sharp stamina cost: -10%
Sharp critical hit chance: +10%
You can stomp heads!
Precise hit on the head inflicts +5% damage.

MIGHTY THROW

SKILL LEVELS: 3

Increase damage with throwing.

1 Throw damage: +10%
2 Throw damage: +20%
3 Throw damage: +30%

AIMED SHOTS

Increases firearms damage.

1 Firearms damage: +5%
2 Firearms damage: +10%
3 Firearms damage: +15%

WAY OF THE WARRIOR

Increases critical hit chance with one-handed weapons.

1 Critical hit chance: +2%
2 Critical hit chance: +4%
3 Critical hit chance: +6%

ECONOMICAL THROW

SKILL LEVELS: 3

Hitting an enemy with thrown weapons inflicts damage to nearby enemies.

1 Nearby damage: 10%
2 Nearby damage: 20%
3 Nearby damage: 30%

SHINOBI

SKILL LEVELS: 3

Instant kill chance with thrown weapons (works only on equal or lower level enemies).

1 Instant kill chance: 3%
2 Instant kill chance: 6%
3 Instant kill chance: 9%

TELLING BLOWS

SKILL LEVELS: 3

Increase critical hit chance with thrown weapons.

1 Critical hit chance: +10%
2 Critical hit chance: +20%
3 Critical hit chance: +30%

FIREARMS APPRENTICE

SKILL LEVELS: 1

Reload time: -10%
Accuracy: +10%
Recoil: -10%
Critical hit chance: +5%
Critical damage: +10%

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SURVIVAL

BOOMERANG
SKILL LEVELS: 1

Chance to retrieve thrown weapon: 15%

DRUNKEN MASTER
SKILL LEVELS: 3

Increases damage while being drunk.

1 Damage: +20%
2 Damage: +40%
3 Damage: +60%

EFFICIENCY
SKILL LEVELS: 3

Decreases weapon upgrade cost.

1 Upgrade cost: -10%
2 Upgrade cost: -20%
3 Upgrade cost: -30%

DEEPER POCKETS
SKILL LEVELS: 3

Increases the number of inventory slots.

1 Extra slots: 2 slots
2 Extra slots: 4 slots
3 Extra slots: 6 slots

PICKLOCK
SKILL LEVELS: 3

Allows opening of locks.

1 Level 1 locks can be opened.
2 Level 2 locks can be opened.
3 Level 3 locks can be opened.

CONDITIONING
SKILL LEVELS: 3

Increases stamina.

1 Stamina: +10%
2 Stamina: +20%
3 Stamina: +30%

SCAVENGER
SKILL LEVELS: 3

Chance to find weapon in great condition.

1 Great condition loot chance: 15%
2 Great condition loot chance: 30%
3 Great condition loot chance: 45%

RELIABLE BOOMERANG
SKILL LEVELS: 1

Chance to retrieve thrown weapon: 30%

1 Fire resistance: +15%
2 Fire resistance: +30%
3 Fire resistance: +45%

FIREPROOF
SKILL LEVELS: 3

Improved fire resistance.

CUSTOM MAINTENANCE
SKILL LEVELS: 3

Increases durability of modified weapons.

1 Weapon durability: +10%
2 Weapon durability: +20%
3 Weapon durability: +30%

DISCIPLINE
SKILL LEVELS: 3

You gain additional health.

1 Health: +1 bar
2 Health: +2 bars
3 Health: +3 bars

MEDICINAL PURPOSES
SKILL LEVELS: 3

Enables health regeneration while being drunk.

1 Health regeneration: 1
2 Health regeneration: 2
3 Health regeneration: 3

APPRAISER
SKILL LEVELS: 3

Chance to find an upgraded weapon.

1 Upgraded loot chance: +5%
2 Upgraded loot chance: +10%
3 Upgraded loot chance: +15%

REFLECTION
SKILL LEVELS: 3

Chance to knock out enemies when receiving damage (works only on equal or lower level enemies).

1 Knock-out chance: 10%
2 Knock-out chance: 20%
3 Knock-out chance: 30%

RIGHTEOUS BOOMERANG
SKILL LEVELS: 1

Chance to retrieve thrown weapon: 50%

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PURNA:

THE LEADER SPECIALTY: GUNS

STARTING STATS

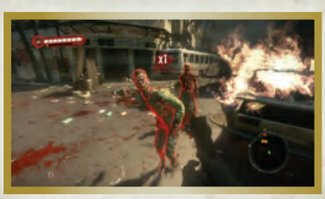
HEALTH	SPEED	STAMINA
100	100	90

Purna is a former officer of the Sydney Police department. After losing her career when she killed a child molester who couldn't be touched legally because of his wealth and connections, Purna then turned to working as a bodyguard for VIPs in dangerous places all over the world. She's hired not just for her skills but her looks as wealthy men didn't mind showing up with Purna on their arm.

PLAYING AS PURNA

Purna is a great hero to have in any party. Her aura boosts—found in the Survival tree—give a boost to skills related to damage, force, handling, or durability for everyone within the aura range. She also has an upgrade that gives an increase to damage for everyone.

Her Fury skill is great for clearing out a group of zombies. When in this situation, activate Fury and jam on the fire button to knock them all down. When on Fury, team members get a nice boost in damage, critical hit chance, health gain, and more.



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Purna's past experience as a police officer and bodyguard has made her an expert with firearms, but you will want to be sure to plant yourself near other party members so that they get the benefit of any auras. There are a few upgrades toward the end of the Combat tree that can improve on her firearms skill. Don't forget to pick up Gender Wars, so that she can take out her frustration with the opposite sex.

While ammo may be in short supply on the island, Purna is able to increase her ammo with a couple upgrades. She can get more ammo from ammo crafting and ammo loot, plus she can increase the amount she can carry with Rain of Bullets.

You are unable to use firearms early on in the game, besides with Guardian, so it is a good thing that the first upgrade in the Combat tree gives Purna more efficient and effective sharp weapons. Stick with knives, cleavers, and other sharp weaponry to take full advantage.

Of the four heroes, Purna has the quickest route to Picklock. She only needs to invest two points to get this skill started, so it may be worth using her to get the weapons that are locked up.

Repair costs can start adding up. Fortunately, Purna has Optimal Maintenance that reduces repair cost and it is available very early on in the Survival tree. A couple more upgrades to look out for in Survival is Glory Hound, which gives a big boost in XP with kills and assists, and Second Chance, that gives Purna an opportunity for an instant revive.

SKILL UPGRADES

FURY

GUARDIAN

SKILL LEVELS: 1

Unleash your Fury to draw your private sidearm. Additionally all team members (including you) get:

Damage: +10%
Critical hit chance: +10%
Stamina cost: -15%
Health gain: +25%

When the rage meter is full, hold B/Circle to activate your special Fury skill.

INSPIRING KICK

SKILL LEVELS: 3

Kills with kick gains additional rage.

1 Rage gain: +15%
2 Rage gain: +30%
3 Rage gain: +45%

ATTACK FORMATION

SKILL LEVELS: 3

Increases damage by all team members (including you) when Fury is active.

1 Damage: +5% (on Guardian)
2 Damage: +10% (on Guardian)
3 Damage: +15% (on Guardian)

GRIM INSPIRATION

SKILL LEVELS: 3

Kills with modified weapons gain additional rage.

1 Rage gain: +10%
2 Rage gain: +20%
3 Rage gain: +30%

GUARDIAN SPIRIT

SKILL LEVELS: 1

Fury lasts longer and you can take out two targets at once. All team members (including you) get:

Damage: +20%
Critical hit chance: +20%
Stamina cost: -30%
Health gain: +50%
Stamina gain: +50%
Rage points: +10%

VOLATILE

SKILL LEVELS: 3

Decreases the amount of rage required to activate Fury.

1 Rage required: -5%
2 Rage required: -10%
3 Rage required: -15%

FIERY SPIRIT

SKILL LEVELS: 3

Chance to set enemies on fire on Fury.

1 Burning chance: 5% (on Fury)
2 Burning chance: 10% (on Fury)
3 Burning chance: 15% (on Fury)

RIGHTEOUS FIRE

SKILL LEVELS: 3

Killing enemies with firearms gains additional rage.

1 Rage gain: +10%
2 Rage gain: +20%
3 Rage gain: +30%

GUARDIAN ANGEL

SKILL LEVELS: 1

Fury lasts longer and you can take out three targets at once. All team members (including you) get:

Damage: +30%
Critical hit chance: +30%
Stamina cost: -45%
Health gain: +100%
Stamina gain: +100%
Rage points: +20%

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COMBAT

BLADE FIGHTER

SKILL LEVELS: 1 Sharp weapons are now more efficient and effective.

- Sharp damage: +5%
- Sharp critical hit chance: +1%
- Sharp stamina cost: -10%
- Precise hit on the head inflicts +5% damage.

Using a sharp weapon, you can trigger a special attack if you press Right Trigger/R2 while aiming for the enemy's head.

VAMPIRE

SKILL LEVELS: 3

Kills gain stamina:

1 Stamina gain: +10%
2 Stamina gain: +20%
3 Stamina gain: +30%

HARD KNOCKS

SKILL LEVELS: 3

Increases damage with all melee weapons.

1 Melee damage: +5%
2 Melee damage: +10%
3 Melee damage: +15%

RANDORI

SKILL LEVELS: 3

Decreased stamina cost when fighting groups of enemies

1 Stamina cost: -10%
2 Stamina cost: -20%
3 Stamina cost: -30%

GENDER WARS

SKILL LEVELS: 3

Increases damage against opposite sex.

1 Damage: +5%
2 Damage: +10%
3 Damage: +15%

MAINTENANCE

SKILL LEVELS: 3

Increases durability of melee weapons.

1 Melee weapons durability: +10%
2 Melee weapons durability: +20%
3 Melee weapons durability: +30%

KICK OF STRENGTH

SKILL LEVELS: 3

Kills with kick gain stamina.

1 Stamina gain: +10%
2 Stamina gain: +20%
3 Stamina gain: +30%

FIREARMS TRAINING

SKILL LEVELS: 1

You need guns, lots of guns. What's more important, you have the skills to handle them.

- Reload time: -10%
- Critical hit chance: +2%
- Accuracy: +10%
- Recoil: -10%
- And if you run out of bullets you can always just stomp!

Aim at the head of a fallen enemy and press Left Bumper/L1 to stomp.

ELEMENTAL AFFINITY

SKILL LEVELS: 3

Increases duration of elemental attacks.

1 Elemental duration: +20%
2 Elemental duration: +40%
3 Elemental duration: +60%

COLD RAGE

SKILL LEVELS: 3

A kill increases your critical hit chance for a few seconds.

1 Critical hit chance: +4%
2 Critical hit chance: +8%
3 Critical hit chance: +12%

EXECUTOR

SKILL LEVELS: 3

Increases critical hit chance with firearms.

1 Critical hit chance: +1%
2 Critical hit chance: +2%
3 Critical hit chance: +3%

WUNDERWAFFE

SKILL LEVELS: 3

Increases modified firearms damage.

1 Damage: +10%
2 Damage: +20%
3 Damage: +30%

RAPID FIRE

SKILL LEVELS: 3

Decreases reload time of firearms.

1 Reload time: -10%
2 Reload time: -20%
3 Reload time: -30%

PIERCING SHOTS

SKILL LEVELS: 3

Increases bullet penetration chance.

1 Bullet penetration chance: 10%
2 Bullet penetration chance: 20%
3 Bullet penetration chance: 30%

GUN KATA

SKILL LEVELS: 1

You handle firearms better.

- Reload time: -20%
- Critical hit chance: +3%
- Accuracy: +20%
- Recoil: -20%

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SURVIVAL

BOOST MOOD

SKILL LEVELS: 1

Boosts skills related to damage, force, handling, or durability by +15% for everyone (including you) in aura range. Aura range: 5 meters

OPTIMAL MAINTENANCE

SKILL LEVELS: 3

Reduces repair cost.

1 Repair cost: -10%
2 Repair cost: -20%
3 Repair cost: -30%

DEEPER POCKETS

SKILL LEVELS: 3

Increases the number of inventory slots.

1 Extra slots: 2 slot
2 Extra slots: 4 slots
3 Extra slots: 6 slots

PICKLOCK

SKILL LEVELS: 3

Allows opening of locks.

1 Level 1 locks can be opened.
2 Level 2 locks can be opened.
3 Level 3 locks can be opened.

GLORY HOUND

SKILL LEVELS: 3

Increases XP for kills and assists.

1 XP: +50%
2 XP: +100%
3 XP: +150%

CONDITIONING

SKILL LEVELS: 3

Increases stamina.

1 Stamina: +5%
2 Stamina: +10%
3 Stamina: +15%

CUSTOM MAINTENANCE

SKILL LEVELS: 3

Increases durability of modified weapons.

1 Weapon durability: +10%
2 Weapon durability: +20%
3 Weapon durability: +30%

BOOST AMBIENCE

SKILL LEVELS: 1

Boost skills related to damage, force, handling, or durability by +20% for everyone (including you) in aura range. Aura range: 10m

RECYCLER

SKILL LEVELS: 3

You get more bullets when crafting ammo.

1 Crafted bullets: +25%
2 Crafted bullets: +50%
3 Crafted bullets: +75%

RECOVERY

SKILL LEVELS: 3

Chance not to get interrupted after being hit while attacking.

1 Chance to avoid interruption: 20%
2 Chance to avoid interruption: 40%
3 Chance to avoid interruption: 60%

PROVIDENCE

SKILL LEVELS: 3

Increases number of bullets found in loot.

1 Looted bullets: +20%
2 Looted bullets: +40%
3 Looted bullets: +60%

SECOND CHANCE

SKILL LEVELS: 3

Chance of being instantly revived after death.

1 Instant revive chance: 10%
2 Instant revive chance: 20%
3 Instant revive chance: 30%

JACKPOT

SKILL LEVELS: 3

Chance to loot rare items.

1 Rare loot chance: +5%
2 Rare loot chance: +10%
3 Rare loot chance: +15%

RAIN OF BULLETS

SKILL LEVELS: 3

Increases the amount of ammo you can carry. Each level of this upgrade adds on to the amount of ammo Purna can carry.

1 Rare loot chance: +5%
2 Rare loot chance: +10%
3 Rare loot chance: +15%

BOOST AURA

SKILL LEVELS: 1

Boosts skills related to damage, force, handling, or durability by +25% for everyone (including you) in aura range. Aura range: 15 meters

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XIAN MEI:

THE ASSASSIN

SPECIALTY: SHARP WEAPONS

STARTING STATS

HEALTH	SPEED	STAMINA
90	100	100

Xian Mei is an employee at the Royal Palm Resort, born and raised in China, she chose an occupation that allowed her to leave her country of birth in order to experience different people and cultures—Banoi is her first placement outside of her homeland.

She is a fast learner, intelligent, and also—as a passionate sportswoman—quick on her feet. Having just arrived at the island, Xian Mei was responsible for a myriad of menial tasks at the hotel, before starting work as a receptionist. This opportunity to meet and greet all the different nationalities that visited the hotel was ideal for Xian Mei, as it provided a perfect source of inspiration for her dreams of travelling the globe.

PLAYING AS XIAN MEI

As a passionate sportswoman, Xian Mei has great speed and stamina. She uses this to her advantage to chop up zombies with quick precision. She is an expert with sharp weapons and only gets better with each upgrade along the Combat tree.

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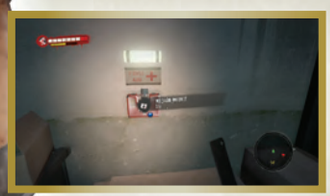
The upgrades improve her Sharp Weapon skill in nearly every way—more damage, lower stamina cost, critical hit chance, and weapon durability. She also gains extra damage with a jump attack and backstab. Xian Mei is all about the sharp weapons, so be sure to grab the good ones when available.

Her Fury skill, Bloodrage, lives up to its name. Once on Fury, Xian Mei uses her knife to chop zombies into little bits. Activate it when near a group of enemies and quickly attack each one. Lightning Moves gives her even more speed on Fury, so that she can slice up more of the undead.

Since you will be spending most of your time in melee combat, it is a good idea to get the Sharp Expert upgrade earlier rather than later. It comes with the Stomp ability, which allows Xian Mei to finish off fallen zombies with a high heel to the head.

As usual, there are some great upgrades in the Survival section. Spectre decreases your threat, making it less likely that she attracts the enemies' attention, which is good when attempting to Backstab. Life Insurance decreases the cash penalty when you die, which is good since Xian Mei will constantly be in the thick of it. Fairly deep in the tree are two upgrades that give you added XP when severing limbs and quick kills.



Xian Mei's expertise with blades carries over into her use of Medkits. She becomes the medic as the three main upgrades on the Survival tree make Medkits more effective.

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SKILL UPGRADES

FURY

BLOODRAGE

SKILL LEVELS: 1

Unleash your Fury to use your most lethal skills to quickly deal with nearby enemies. When the rage meter is full, hold B/Circle to activate your special Fury skill.

ASSASSIN'S GUILE

SKILL LEVELS: 3

Increases maximum health when Bloodrage is active.

1 Maximum health points: +30 (on Fury)
2 Maximum health points: +60 (on Fury)
3 Maximum health points: +90 (on Fury)

GRIM INSPIRATION

SKILL LEVELS: 3

Killing enemies with sharp weapons generates additional rage.

1 Rage gained: +5%
2 Rage gained: +12%
3 Rage gained: +18%

LIGHTNING MOVES

SKILL LEVELS: 3

Fury makes you move faster.

1 Movement speed: +33% (on Fury)
2 Movement speed: +66% (on Fury)
3 Movement speed: +99% (on Fury)

BOILING BLOODRAGE

SKILL LEVELS: 1

Fury lasts longer and makes you even more effective in combat.

VOLATILE

SKILL LEVELS: 3

Decreases the amount of rage required to activate Fury.

1 Rage required: -5%
2 Rage required: -10%
3 Rage required: -15%

FLOWING STRIKES

SKILL LEVELS: 3

Critical kills gain more rage.

1 Rage gained: +27%
2 Rage gained: +54%
3 Rage gained: +81%

RERAGE

SKILL LEVELS: 3

Chance to restore 20% of rage after Fury ends.

1 Rage restore chance: 10%
2 Rage restore chance: 20%
3 Rage restore chance: 30%

BURNING BLOODRAGE

SKILL LEVELS: 1

Fury lasts even longer and is more devastating.

COMBAT

BLADE FIGHTER

SKILL LEVELS: 1 Sharp weapons are now more efficient and effective.

- Sharp damage: +5%
- Sharp stamina cost: -10%
- Sharp critical hit chance: +1%
- Precise hit on the head inflicts +5% damage.

Using a sharp weapon, you can trigger a special attack if you press Right Trigger/R2 while aiming for the enemy's head.

FLYING STRIKE

SKILL LEVELS: 3 Attacking with sharp weapons while jumping causes extra damage.

- 1 Jump attack damage: +33%
- 2 Jump attack damage: +66%
- 3 Jump attack damage: +99%

You can trigger a special attack whilst in midair.

FLAWLESS BLADE

SKILL LEVELS: 3

Increases damage with sharp weapons.

- 1 Sharp damage: +5%
- 2 Sharp damage: +10%
- 3 Sharp damage: +15%

MAINTENANCE

SKILL LEVELS: 3

Increases durability of sharp weapons.

- 1 Sharp weapons durability: +10%
- 2 Sharp weapons durability: +20%
- 3 Sharp weapons durability: +30%

BACKSTAB

SKILL LEVELS: 3

Increases damage when attacking enemies from behind with melee weapon.

- 1 Damage: +20%
- 2 Damage: +40%
- 3 Damage: +60%

EFFORTLESS

SKILL LEVELS: 3

Decreases stamina cost with sharp weapons.

- 1 Sharp weapons stamina cost: -10%
- 2 Sharp weapons stamina cost: -20%
- 3 Sharp weapons stamina cost: -30%

DEEP WOUNDS

SKILL LEVELS: 3

Chance to inflict bleeding on critical hit with sharp weapons.

- 1 Bleeding chance: 10%
- 2 Bleeding chance: 20%
- 3 Bleeding chance: 30%

SHARP EXPERT

SKILL LEVELS: 1

Aim at the head of a fallen enemy and press Left Bumper/L1 to stomp.

To follow up your precise attack, press Right Trigger/R2 again right after the first hit lands.

- Sharp damage: +5%
- Sharp stamina cost: -10%
- Sharp critical hit chance: +2%
- Precise hit on the head inflicts +10% damage.
- You can now use a powerful stomp to finish fallen enemies.

SERRATED BLADE

SKILL LEVELS: 3

Increases bleeding duration.

- 1 Bleeding duration: +30%
- 2 Bleeding duration: +60%
- 3 Bleeding duration: +90%

TELLING BLOWS

SKILL LEVELS: 3

Increases critical hit chance with sharp weapons.

- 1 Sharp critical hit chance: +4%
- 2 Sharp critical hit chance: +8%
- 3 Sharp critical hit chance: +12%

POISONOUS

SKILL LEVELS: 3

Increases poison duration.

- 1 Poison duration: +15%
- 2 Poison duration: +30%
- 3 Poison duration: +45%

STROKE OF LUCK

SKILL LEVELS: 3

Ins6tant kill chance with sharp weapons.

- 1 Instant kill chance: 1.5%
- 2 Instant kill chance: 3%
- 3 Instant kill chance: 4.5%

PRESSURE

SKILL LEVELS: 3

Increases critical hit chance when the enemy's health is below 50%.

- 1 Critical hit chance: +3%
- 2 Critical hit chance: +6%
- 3 Critical hit chance: +9%

MASTER ASSASSIN

SKILL LEVELS: 3

Increased bleeding and poison damage.

- 1 Bleeding & poison damage: +20%
- 2 Bleeding & poison damage: +40%
- 3 Bleeding & poison damage: +60%

BLADE MASTER

- Sharp damage: +5%
- Sharp stamina cost: -5%
- Sharp critical hit chance: +5%
- Hitting fallen enemies inflicts +15% damage.
- Stomper can be used without stopping.

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SURVIVAL

FIRST AID

SKILL LEVELS: 1

Medkits are 25% more effective.

LIFE INSURANCE

SKILL LEVELS: 3

Decreases cash penalty on death.

1 Cash penalty: -15%
2 Cash penalty: -30%
3 Cash penalty: -45%

VAMPIRE

SKILL LEVELS: 3

Kills gain stamina:

1 Stamina gain: +10%
2 Stamina gain: +20%
3 Stamina gain: +30%

SPECTRE

SKILL LEVELS: 3

You're less likely to attract the enemies' attention.

1 Threat factor: -5%
2 Threat factor: -10%
3 Threat factor: -15%

DEEPER POCKETS

SKILL LEVELS: 3

Increases the number of inventory slots.

1 Extra slots: 2 slots
2 Extra slots: 4 slots
3 Extra slots: 6 slots

PICKLOCK

SKILL LEVELS: 3

Allows opening of locks.

1 Level 1 locks can be opened.
2 Level 2 locks can be opened.
3 Level 3 locks can be opened.

ENDURANCE

SKILL LEVELS: 3

Increases stamina regeneration rate.

1 Stamina regeneration rate: +15%
2 Stamina regeneration rate: +30%
3 Stamina regeneration rate: +45%

FIELD MEDICINE

SKILL LEVELS: 1

Medkits are 50% more effective.

CHOICE CUTS

SKILL LEVELS: 3

Increased XP reward for severing limbs.

1 XP: x2
2 XP: x3
3 XP: x4

MERCHANT

SKILL LEVELS: 3

Decreases the price of items you buy.

1 Buy prices: -10%
2 Buy prices: -20%
3 Buy prices: -30%

COMBO

SKILL LEVELS: 3

Kills within 5 seconds of each other are rewarded with extra XP.

1 XP: +10%
2 XP: +20%
3 XP: +30%

RALLY

SKILL LEVELS: 3

Increases stamina regeneration when your health drops below 50%.

1 Stamina regeneration: +15%
2 Stamina regeneration: +30%
3 Stamina regeneration: +45%

CUSTOM MAINTENANCE

SKILL LEVELS: 3

Increases durability of modified weapons.

1 Weapon durability: +10%
2 Weapon durability: +20%
3 Weapon durability: +30%

EQUAL CHANCES

SKILL LEVELS: 3

Decreases penalty when fighting enemies with a higher level than you.

1 No penalty on enemies 1 level higher.
2 No penalty on enemies 2 levels higher.
3 No penalty on enemies 3 levels higher.

SURGEON GENERAL

SKILL LEVELS: 1

Medkits are 75% more effective.

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SAM B:

THE TANK

SPECIALTY: BLUNT WEAPONS

STARTING STATS

HEALTH	SPEED	STAMINA
110	110	90

A one-hit-wonder rap star of fading fame, Sam B was booked by the Royal Palms Resort Hotel to perform his well-known song "Who do You Voodoo?" at a high profile hotel party. He gladly took the chance to play this gig.

Once strong, self-confident and proud, Sam B has had a troubled past and a history of drug and alcohol abuse, as his private life became caught in a haze of fake friends and bad advisors.

PLAYING AS SAM B.

Sam's troubled past has made him a strong and hardened man. This makes him the best candidate for the job of tank. With his higher health and defense upgrades, send him to the middle of the fight to absorb the blows. Add the Decoy upgrade from Survival to keep the zombies focused on him. Though, if you plan on going it alone, you may not want to bother with this upgrade.

Just as Xian Mei is all about sharp weapons, Sam B is all about blunt weapons. Give him the bats, hammers, and anything else that he can use to bash in a zombie's head. Upgrades include the usual for blunt weapons along with improved KO and critical hit chance. Add Bone Breaker from the Survival tree to get up to 4 times the experience from breaking bones.

Sam continues his role as the strong man with his Fury skill, Haymaker. Activate it when faced with tough competition and Sam uses his brass knuckles to knock the zombies around like ragdolls. Grab Pain Killer to gain a small amount of health with each kill on Fury.

Sam gains a few extra fighting abilities along the Combat tree. Tackle allows him to run into zombies—knocking them to the ground. At the bottom of the Combat tree is Earthshaker, which gives him jump-stomp and a special knock out attack. Instead of simply stomping on a fallen enemy's head, he jumps in the air and puts his entire weight into it. Sam also gains a special attack that knocks the enemy down. The special attack followed by a jump-stomp makes quick work of many undead.

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SKILL UPGRADES

The Survival upgrades give Sam the ability to regenerate health—up to 20% in one minute. If you are finding yourself low on money, grab the Money Magnet upgrade at the top of the Survival tree. This gives you an increase in looted money.

FURY

HAYMAKER

SKILL LEVELS: 1

Unleash your Fury to smite enemies with devastating blows, knocking them down with single hits. When the rage meter is full, hold B/Circle to activate your special Fury skill.

FEEL NO PAIN

SKILL LEVELS: 3

Fury makes you more resistant to damage.

1 Damage received: -10% (on Fury)
2 Damage received: -20% (on Fury)
3 Damage received: -30% (on Fury)

GRIM INSPIRATION

SKILL LEVELS: 3

Killing enemies with blunt weapons generates additional rage.

1 Rage gained: +6%
2 Rage gained: +12%
3 Rage gained: +18%

STICKS AND STONES

SKILL LEVELS: 3

Receiving damage can gain rage.

1 Rage gain chance: +5%
2 Rage gain chance: +10%
3 Rage gain chance: +15%

GREATER HAYMAKER

SKILL LEVELS: 1

Fury lasts longer and each punch sends enemies into the air.

VOLATILE

SKILL LEVELS: 3

Decreases the amount of rage required to activate Fury.

1 Rage required: -5%
2 Rage required: -10%
3 Rage required: -15%

SMASH HIT

SKILL LEVELS: 3

Smashing the opponents' heads with blunt weapons generates additional rage.

1 Rage gained: +20%
2 Rage gained: +40%
3 Rage gained: +60%

PAIN KILLER

SKILL LEVELS: 3

Each kill on Fury regains health.

1 Health gained: 3%
2 Health gained: 6%
3 Health gained: 9%

INCREDIBLE HAYMAKER

SKILL LEVELS: 1

Fury lasts even longer and you can literally make your enemies fly away.

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COMBAT

HEAVY HITTER

SKILL LEVELS: 1 Blunt weapons are now more efficient and effective.

- Blunt weapon damage: +5%
- Blunt weapon stamina cost: -10%
- Blunt weapon critical hit chance: +1%
- Head damage inflicted with blunt weapons: +5%

Using a blunt weapon, you can trigger a special attack if you press Right Trigger/R2 while aiming for the enemy's head.

DEVASTATION

SKILL LEVELS: 3

Increases force and damage with all blunt weapons.

1 Damage: +3%, Force: +10%
2 Damage: +6%, Force: +20%
3 Damage: +9%, Force: +30%

EFFORTLESS

SKILL LEVELS: 3

Reduces blunt weapons stamina cost.

1 Blunt weapons stamina cost: -10%
2 Blunt weapons stamina cost: -20%
3 Blunt weapons stamina cost: -30%

MAINTENANCE

SKILL LEVELS: 3

Increases blunt weapons durability.

1 Blunt weapons durability: +10%
2 Blunt weapons durability: +20%
3 Blunt weapons durability: +30%

LIGHTS OUT

SKILL LEVELS: 3

Increases enemies KO time.

1 Enemies KO time: 2s
2 Enemies KO time: 4s
3 Enemies KO time: 6s

TACKLE

SKILL LEVELS: 3

Ability to tackle your enemies.

Run into your enemy.

1 Push the enemies away, making some space.
2 Knock enemies to the ground.
3 Tackle stamina cost: -50%

EXPLOIT WEAKNESS

SKILL LEVELS: 3

Increases chance to score a critical hit when enemy's stamina is below 50%.

1 Critical hit chance: +2%
2 Critical hit chance: +4%
3 Critical hit chance: +6%

BLUNT EXPERT

SKILL LEVELS: 1 Blunt weapons are your preferred instruments of destruction.

- Blunt weapon damage: +5%
- Blunt weapon stamina cost: -10%
- Blunt weapon critical hit chance: +2%
- Head damage inflicted with blunt weapons: +10%
- You can now use a powerful stomp to finish knocked down enemies.

Aim at the head of a fallen enemy and press Left Bumper/L1 to stomp.

To follow up your precise attack, press Right Trigger/R2 again right after the first hit lands.

HAMMER BLOWS

SKILL LEVELS: 3

Chance to cause instant KO with blunt weapons.

1 Instant KO chance: 10%
2 Instant KO chance: 20%
I3 nstant KO chance: 30%

BIG STICK

SKILL LEVELS: 3

Increases damage with two-handed weapons.

1 Two-handed weapons damage: +2%
2 Two-handed weapons damage: +4%
3 Two-handed weapons damage: +6%

POWERFUL IMPACT

SKILL LEVELS: 3

Increases damage with modified weapons.

1 Modified weapons damage: +2%
2 Modified weapons damage: +4%
3 Modified weapons damage: +6%

CRITICAL IMPACT

SKILL LEVELS: 3

Increases chance to score a critical hit with modified blunt weapons.

1 Critical hit chance: +3%
2 Critical hit chance: +6%
3 Critical hit chance: +9%

AIMED SHOTS

SKILL LEVELS: 3

Increases firearms damage.

1 Firearms damage: +5%
2 Firearms damage: +10%
3 Firearms damage: +15%

TELLING BLOWS

SKILL LEVELS: 3

Increases critical hit chance with blunt weapons.

1 Critical hit chance: +1%
2 Critical hit chance: +2%
3 Critical hit chance: +3%

EARTHSHAKER

SKILL LEVELS: 1 The ground trembles with the force of your strikes.

- Blunt damage: +5%
- Blunt stamina cost: -10%
- Blunt critical hit chance: +3%
- Stomper can be used without stopping.
- You can use a special attack to instantly knock out your enemy.

Aim at the head of a fallen enemy and press Left Bumper/L1 to jump-stomp. You can instantly knock out enemies by hitting them with a special attack by pressing Right Left Trigger/L2 and Trigger/R2 simultaneously.

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SURVIVAL

RECUPERATION
SKILL LEVELS: 1

Regenerates 10% of health per minute.

MONEY MAGNET
SKILL LEVELS: 3

Increases amount of looted money.

1 Money looted: +10%
2 Money looted: +20%
3 Money looted: +30%

MOTIVATION
SKILL LEVELS: 3

Chance to turn incoming damage into a stamina boost.

1 Stamina gain chance: 10%
2 Stamina gain chance: 20%
3 Stamina gain chance: 30%

DECOY
SKILL LEVELS: 3

You're more likely to attract the enemies' attention.

1 Threat factor: +10%
2 Threat factor: +20%
3 Threat factor: +30%

HARDENED
SKILL LEVELS: 3

Reduces melee damage received.

1 Melee damage received: -5%
2 Melee damage received: -10%
3 Melee damage received: -15%

PICKLOCK
SKILL LEVELS: 3

Allows opening of locks.

1 Level 1 locks can be opened.
2 Level 2 locks can be opened.
3 Level 3 locks can be opened.

DEEPER POCKETS
SKILL LEVELS: 3

Increases the number of inventory slots.

1 Extra slots: 2
2 Extra slots: 4
3 Extra slots: 6

REGENERATION
SKILL LEVELS: 1

Regnerates 15% of health per minute.

BONE BREAKER
SKILL LEVELS: 3

Increases XP for breaking enemies' bones.

1 XP: x2
2 XP: x3
3 XP: x4

BULLETPROOF
SKILL LEVELS: 3

Reduces bullet damage received.

1 Bullet damage received: -6%
2 Bullet damage received: -12%
3 Bullet damage received: -18%

BACKFIRE
SKILL LEVELS: 3

Enemies receive damage for knocking you down.

1 Backfire damage: x1
2 Backfire damage: x2
3 Backfire damage: x3

LAST STAND
SKILL LEVELS: 3

Decreases damage received when health is below critical level.

1 Received damage: -20%
2 Received damage: -40%
3 Received damage: -60%

FENCE
SKILL LEVELS: 3

Increases prices of items you sell.

1 Item sell price: +10%
2 Item sell price: +20%
3 Item sell price: +30%

CUSTOM MAINTENANCE
SKILL LEVELS: 3

Increases durability of modified weapons.

1 Weapon durability: +10%
2 Weapon durability: +20%
3 Weapon durability: +30%

REBIRTH
SKILL LEVELS: 1

You can rebuild destroyed organs and recover from ghastly wounds. You regenerate 20% of health per minute.

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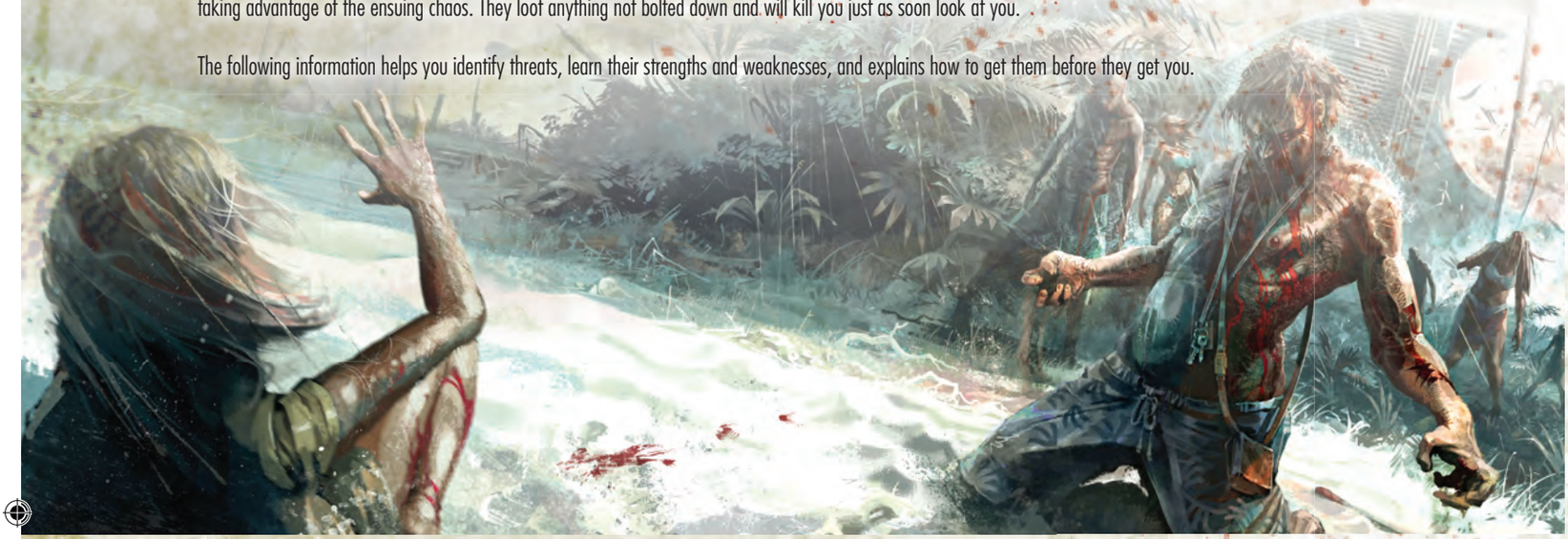
ENEMIES

The Island of Banoi holds many dangers for you to overcome. The dead rise and mindlessly try to feed on any living beings they see. In addition to the undead, some of the living are taking advantage of the ensuing chaos. They loot anything not bolted down and will kill you just as soon look at you.

The following information helps you identify threats, learn their strengths and weaknesses, and explains how to get them before they get you.



THE ENEMY OF MY FRIEND

Fighting the zombie hordes alone can be terrifying and, in high level threat zones, suicidal. Bringing a friend along with you to help destroy these abominations could mean the difference between successfully saving some survivors and completing quests, or being mauled to death by the feral unliving.

You should refer to the Co-Op section in this guide for strategies to use while playing with friends. The table below lets you know how much stronger all your adversaries become for every friend that joins you in your fight for survival.

CO-OP DIFFICULTY SCALING		
Players	Enemy Health	Enemy Damage
2	x1.25	x1.1
3	x1.75	x1.2
4	x2.25	x1.3

THE UNDEAD

The walking dead, bane of the living and the stuff of nightmares, constantly haunt you on your journey across the once relaxing island of Banoi. Whether it's the slow shambling zombies that mindlessly move toward you to feed, or the recently turned that run at you and climb obstacles to hunt and attack you in a frenzy, the undead are everywhere.

No matter where you turn…there is no reprieve from the living dead.

WALKERS

WALKERS HEALTH	
Level	Health
1	100
3	300
12	620
20	1100
25	1600
50	4000

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The most common enemies you face on Banoi are called Walkers. As the name implies they only walk and never run at you, although when they get close they can quickly lunge at you. These undead can be found in varying states of decay depending on how they died and how long they have been dead. Some of these Walkers may also be carrying weapons in their hands, possibly from jobs they were working when they died or trying to defend themselves from the zombies when they were once among the living like you. Occasionally you see Walkers with noxious fumes emanating from their bodies and you should keep them at a distance as the cloud can cause you to choke and gag, interrupting your attacks.

Fighting Walkers can be very tiring, as you usually face a lot of them at once, so be sure to always watch your stamina. The preferred method of handling Walkers is to go for their head since they take a lot more damage there. The one exception to this is when you see Walkers wearing helmets or masks of any kind. They take greatly reduced damage from all weapons when you target their head, so it is much faster to attack them anywhere else when they're wearing protection.

When Walkers have weapons they usually swing them very slowly, but on rare occasions they throw them at you! Even though these undead are slow, they come at you in varying speeds of slow and almost always in a pack. Kicking them back has the potential to stun them and sometimes knock them down, giving you some breathing room to land the finishing blow while they are prone.

BACK OFF!

Sometimes your most valuable weapons in game are your own two feet. Not only do these help you run from overwhelming numbers of zombies, but you can also kick them which can knock them back, and in some cases, down to the ground.

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INFECTED

INFECTED HEALTH	
Level	Health
1	70
12	430
25	1000
50	2400

One of the most lethal types of undead on Banoi is the Infected, those that appear to have been recently turned to the living dead. Where the Walkers are clearly corpses with very visible decay, these undead are fairly normal looking—that is, until you hear their screams while they run towards you at blistering speeds intent on ripping out your throat! With a flurry of swings they can bring down the strongest of survivors in a matter of moments. You must be hyper vigilant when you hear their shrieks of rage.

While these factors alone make the Infected terrifying, what makes them worse is how and when they attack. They never just run straight at you, so it can be hard to throw weapons at them to slow them down or kill them. Infected are almost always near other zombies and can spot you from much farther away than Walkers can. When fighting groups of different zombies together make taking out any Infected your priority. They have low health and are easy to kill if you can hit them before they claw your eyes out.

A few good strategies to use against them early on involve exceptional timing and may take some practice. A perfectly landed kick as they run up, or a dodge, can cause them to stop a second and just scream. This is the instant you can swing your weapons and end their horrible existence. Another choice, but far more risky, is to swing at them with a weapon and hit them right as they run in. This requires perfect timing but, as long as your weapons are good, you have a chance of killing them in one attack. If you miss, however, be prepared to be pummeled by their rain of blows.

DODGE!

Whenever a zombie is getting ready to lunge, swing a weapon, or charge in your direction you can easily move out of harm's way with a quick dodge. Do this by holding the direction you wish to dodge and pressing the jump button. You leap to safety while they miss you, leaving them open for an attack.

One thing you have to be very cautious of is when a lot of Infected attack you at once. This does not happen often but when it does it can quite quickly turn fatal. When this happens you should try to kill them at range. If you have guns this is easy. If you don't, throwing sharp weapons works wonders, especially if you can hit them in the head. Use this tactic to reduce their numbers before they get to you. Then use your dodge and attack them as they scream in anger!

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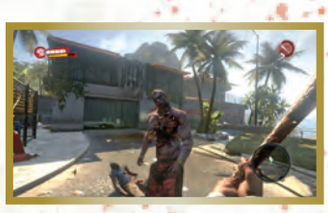
THUGS

THUG HEALTH	
Level	Health
1	280
3	840
12	1736
20	3080
25	4480
50	11200



Whenever you see a really tall looking zombie that barely moves towards you, and just roars on occasion, you know you are about to face a Thug. Before they were infected you could imagine they spent vast amounts of their time lifting heavy objects over and over again. Thugs no longer care about that now, but what they do care about is smashing you into oblivion so they can feed. Not only do Thugs move slowly, they swing slowly as well. This makes them easy to dodge but if they hit you they send you flying backwards on your back which inflicts a lot of damage. Oddly enough if Thugs knock you down they always tend to lose interest in you. Until you get back up, that is.

Thugs are always near other zombies, usually Walkers. So while Thugs do move slower than Walkers they have substantially more health than all other undead in the game. When fighting a Thug be sure to take out all other enemies near it. Since it moves so slowly you can keep positioning your enemies in between it and you. Kicking a Thug does very little except make it angry. There is no chance you can knock it down with such tactics so you should stick to weapons to bring down this brute.

There are multiple strategies that work great against Thugs. The first and easiest strategy is to use your Fury move on them. When using your Fury move be sure to dodge its first attack and then just pummel away on it if your Fury is a melee move. If the creature hits you while you run in to perform your Fury action it knocks you down, flat on your back, while your Fury wastes away. A second strategy involves using incendiaries of some kind against the Thug. Molotov Cocktails or Incendiary Grenades work well for this. If you get a direct hit the Thug takes massive initial damage and burns over time for quite a lot of damage as well. This almost always kills the Thug, but if it doesn't, its health is so low you can just throw something at its large head and finish it off.

FURIOUS!

Sometimes the odds get so overwhelming you just become enraged at your current plight on this island and you must release it. By holding the Fury button down when your rage meter is full you become a killing machine for a few precious seconds. This allows you to devastate the strongest of the undead and the surrounding hordes in the blink of an eye.

What if you have no weapons that explode and cause fire damage and you just don't seem to have the materials yet to mod your weapon to put effects on it? If this is the case, your final option is to simply beat the Thug into submission with your favorite weapons! Make sure you have a decent amount of room to maneuver in, then get ready to fight. If you have spare throwing weapons use these first and go for headshots. Once these are used up you need to run in and dodge out on any of its swings. Once the Thug swings it is vulnerable to a couple of attacks before it swings at you again. The exception to this is if it performs a combo attack, so watch its attack patterns. It is preferable to use a large weapon like a bat because this gives you more room between you and the Thug. Swinging for the head to do extra damage is good, but swinging for the arms and breaking them so it can't attack you is even better! Although, after you break its arms, it tries to head butt you if you get too close.

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SUICIDERS

INFECTED HEALTH	
Level	Health
1	70
12	430
25	1000
50	2400

Before you leave the resort area of Banoi island you come across a new type of undead horror…Suiciders. These zombies are so misshapen by the infection surging through their body it appears to be bubbling up all over them. Suiciders move very slowly towards you and they can actually speak! Their words of "kill me" will haunt you until the end of your days.

Suiciders are like walking bombs. You don't want to be anywhere near them…EVER! If you are close to a Suicider when it explodes, you automatically die. They do still need to be killed though and the cheapest and easiest way to do this is by being at max range and throwing weapons into it until…BOOM!. This takes anywhere from one to three attacks depending on the strength of the weapons you are using. Firearms kill them easily but it is a waste of ammo.

Having Suiciders around in groups of zombies is to your benefit. Kill them first at range before all the other zombies react to your presence. This can often eliminate almost all of the other undead. Even if all the Walkers aren't in range you can corral them in towards the Suicider by kicking Walkers towards it or knocking them down in front of it. After that you just back away and detonate the Suicider, bringing down all the others with him. It's what the Suicider would have wanted anyway.

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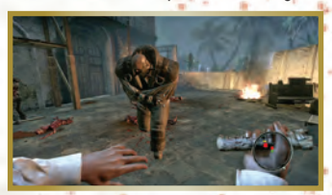
RAM

RAM HEALTH	
Level	Health
1	280
12	1720
25	4000
50	9600

Upon entering the city of Moresby you'll meet a new type of undead, the Ram. This zombie can't bite you or claw at you with its hands because it has been placed in a straight jacket and a mask has been strapped down over its face. How this came to be is hard to imagine. Even restrained, the Ram still uses all its bloodlust to try to stomp or "ram" you into the earth.

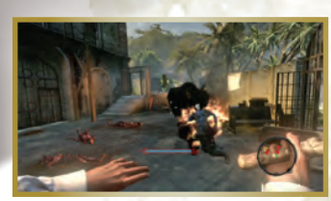


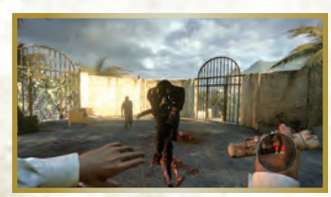
As the name implies the Ram attempts to kill you by rushing at you and smashing into you with its massive size. If you try to attack the Ram head on you soon become one of the dead yourself. Any damage you do to the Ram from the front is reduced to such a degree that it is useless. So you must attack the Ram from behind after it charges you. This is very easy. Wait until the Ram roars at you and then starts charging. As it gets close, simply dodge to the left or right and follow right behind it. As it stops, start pummeling on it from behind going for headshots as much as possible. You can normally get anywhere from three to five attacks in before you want to back off. During the time you are attacking the Ram it is recovering from its charge and, if you are still behind it attacking when it turns around, the Ram kicks you to the ground. Avoiding this is also easy; just don't be greedy with your attacks. You may need to repeat this multiple times to bring the Ram down, it just depends on how good your weapons are.

BACKSTAB!

It is always best to hit the undead from behind but it is imperative that you do so when facing the Ram. After you dodge its charge quickly run up behind it and start slashing away at the back of his head for maximum damage.

Since the Ram is so single-minded it is actually one of the easier undead to kill or use as a weapon against other undead. Positioning yourself with some Walkers between you and a Ram results in the Walkers getting crushed as the Ram charges you! Just don't forget to dodge out of the way. When the Ram is with other types of undead just make sure you aren't getting surrounded without leaving room for dodging, as this can spell your end quite quickly.





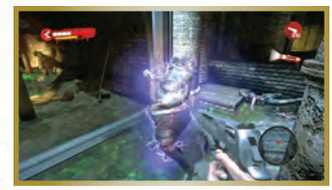
03 Enemies.indd 39 9/22/11 3:01 PM

FLOATER

FLOATER HEALTH	
Level	Health
1	220
3	660
12	1364
20	2420
25	3520
50	8800

In the bowels of the Moresby City is where you first encounter the abomination known as a Floater. The skin covering this overweight zombie appears to look like melted wax with the disturbing effect of being mostly translucent. It seems that being in the sewers with some toxic waste has granted this undead some uncanny abilities. The Floater can spit vile toxins at you when you are at range and if you get close it sprays the toxic waste at everything in its frontal arc.

Luckily Floaters are not that common as they have a decent amount of health and very few weaknesses. You mostly encounter them in the close quarters of sewers and in the jungles of Banoi. If you have any weapons with modifications that grant shock bonuses these should be used on Floaters. Shock damage harms them way more than normal zombies since they appear to have spent most of their undead existence in water—the perfect conductor.

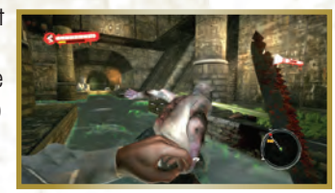


Since this zombie attacks mostly at range and has quite a bit of health the easiest way to defeat it is at range while dodging its toxic spit. Unfortunately Floaters are rarely alone so you often have other undead to contend with while you are dodging its attacks. Keep walls and other obstacles between you and the Floater while you finish off the other undead that swarm you. Using your Fury power on the Floater is the simplest way to take it down quickly. If your Fury power is down and you have firearms, and have been saving your ammo, now is the time to use them. It is even better if your gun has a mod giving it shock bonuses for extra damage.

LOCK AND LOAD!

Using guns on any zombie is fun and it is easy to kill them this way. However, ammo is not so common that you can do this all the time. Save your ammo for the really tough special zombies like the Floater and Butcher. The abilities of these two undead make the melee option a very painful and time consuming one. So pull out your favorite gun and fill them full of holes!

Sadly, no matter how well you prepare you sometimes run out of ammo or your Fury power is down. In these cases melee is your only option for taking down these vile creatures. Make sure you take out all other nearby undead before running in. Once the area is clear, start moving up to the Floater by using your dodge skill to avoid its spit each time. This minimizes the amount of damage you take before you get into melee. The Floater turns fairly slowly so if you can circle behind it and stay behind it while attacking, you can avoid its frontal toxic spray. All attacks should be made at its head for increased damage as you just want to down it as fast as possible. In melee with this undead it is near impossible to escape unscathed, so be sure to have some medical kits with you to alleviate the damage you take.

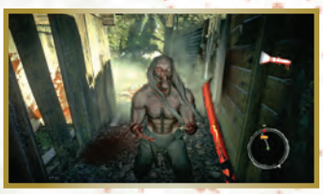


03 Enemies.indd 40 9/22/11 3:02 PM

BUTCHER

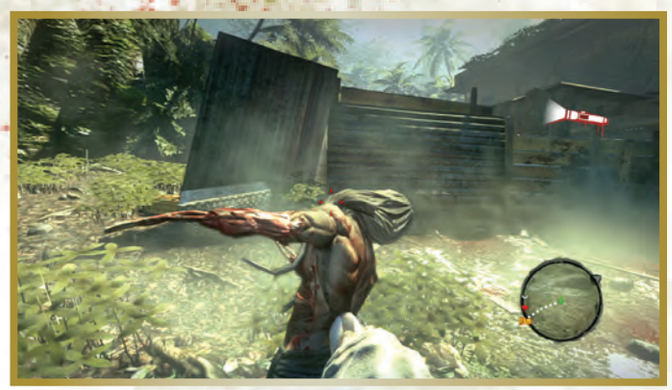
RAM HEALTH	
Level	Health
1	350
12	2150
25	5000
50	12000

As your journey gets closer to its end there is one final type of undead that awaits you in the dense jungles of Banoi. This zombie is referred to as the Butcher and its title is well earned. This monster's hands are completely missing as is all the flesh from most of its forearms, revealing its sharpened bones. The Butcher is fast, extremely mobile and a great fighter in close combat. Contending with the Butcher is a challenge all on its own…too bad it is never alone.



Engaging this monstrosity in melee combat is suicidal and only recommended for masters of close combat. The Butcher ducks and dodges your attacks, circles you and launches combo attacks with its boney appendages, as well as kicking you at the same time. If you must fight it in melee range then you must also dodge and attack while throwing in some kicks for very slight duration stuns. At this point all the melee weapons you primarily use should have modifications on them and you need them! Make sure to have a good supply of medical kits on hand because the slightest mistake in melee means you will be beaten within an inch of your life.

Now is a great time to unleash your Fury attack if you have it, though this only helps you every once in a while. The real tactic for destroying these crazed zombies is to unleash superior firepower against them. Auto Rifles and Shotguns, especially modified ones, turn you into the one to be feared by the Butcher. Don't hold back against the Butcher as any mistake can be, and often is, fatal.



03 Enemies.indd 41 9/22/11 3:02 PM

THE LIVING

Whenever society starts to fall apart it is inevitable that there are those who take advantage of the chaos. Instead of helping out their fellow man they look out only for themselves and do everything they can to take what others have. Some are just Punks in gangs who now believe they have the license to run wild and make their own laws. Others are part of militant groups and have been hording weapons for just such an occasion and can now put them to good use against the undead and anyone else who gets in their way. Finally we have what remains of what used to be law enforcement. These individuals are now so paranoid of someone or something being out to get them that they shoot first and ask questions later.

Regardless of what humans you encounter out in the streets, odds are they aren't going to be friendly. On the streets of Moresby, and in the jungles of Banoi, it's every man, or woman, for themselves.

PUNKS

PUNK HEALTH	
Level	Health
1	400
9	500
16	720
31	1300
40	1600
50	1800

On the streets of Moresby and inside the abandoned buildings that now litter the city you find groups of these Punks laying claim to their own little separate areas. All Punks have weapons to fight with and they are usually armed with guns. These enemies aren't like fighting the undead as they actually don't want to get hurt and fight with some intelligence.

Punks use cover if they are armed with guns of any kind. You should use firearms against them yourself. Handguns are an especially good choice as you can replace ammo for your gun when you defeat them. Punks almost always drop ammo of the type of weapon they are firing. Like Punks you should also use cover when fighting against them to mitigate the damage from all the flying bullets.

SNAP TO COVER!

Anytime ranged attacks are being used against you be sure to find cover if it's available and nearby. This gives you a brief respite from damage and some time to plan your attacks against your foes. This tactic should be used for all human enemies whenever possible if they are using firearms.

Sometimes Punks come running at you with various melee weapons. These guys are fairly adept at using weapons and dodge your attacks while performing combos on you. Be sure to use your kick to give you some room and start swinging your preferred weapon at their vitals. If they are rushing you too fast, do a quick dodge back to give yourself even more room to gauge the situation and keep them from surrounding you! A few healthy swings with a good weapon can down any Punk quite easily as long as it connects.

03 Enemies.indd 42 9/22/11 3:02 PM

JUNGLE MUGGERS

JUNGLE MUGGERS HEALTH	
Level	Health
1	400
9	500
16	720
31	1300
40	1600
50	1800

Found infrequently in the jungles of Banoi, these individuals have been robbing people long before zombies ever started appearing. Their favored tactic is to ambush passersby and they take no prisoners. Hiding in the jungle foliage, behind wrecked vehicles, or even on rooftops of ramshackle buildings these devious Humans attack anyone or anything that enters their area.

Fighting Jungle Muggers can be difficult if you are caught unawares by an ambush. They try to get you in a crossfire and shred you with as many rounds as they can squeeze off. If you happen to get caught in this situation, immediately start using a medical kit and run to cover, taking out any jungle mugger currently occupying said cover. From here you should use your firearms to kill all the jungle muggers in the area you can see before leaving cover to finish off the remaining enemies. As with Punks, these enemies drop ammo of the type of weapon they are using so don't be afraid to fire your guns!

03 Enemies.indd 43 9/22/11 3:02 PM

AFRAN'S SOLDIERS

AFRAN'S SOLDIER HEALTH	
Level	Health
1	400
9	500
16	720
31	1300
40	1600
50	1800

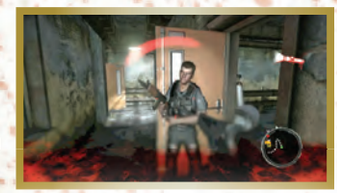
Afran's Soldiers are the guerilla force led by the self proclaimed warlord Afran. These soldiers have been raiding all nearby villages and taking their food, weapons, ammo and anything else they can get their hands on. Leaving destruction and death in their wake, Afran's Soldiers take what they want, when they want it, with no regard for human life. They are well armed and sometimes armored, so taking them down is not going to be an easy feat.

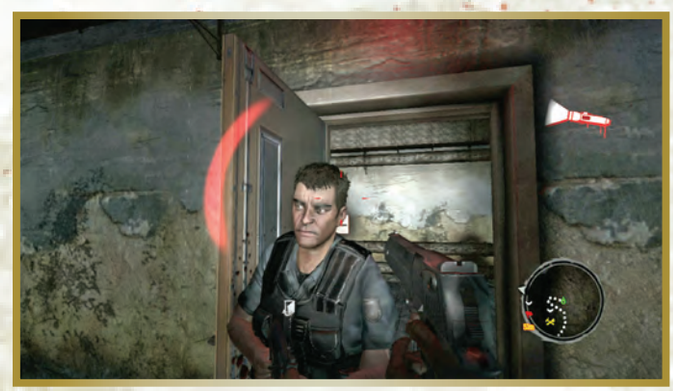
When encountering these soldiers, use your firearms against them. You can resupply your ammo from their corpses. Afran's Soldiers use cover and are usually equipped with handguns. Avoid being out in the open as they always attack in force. Medical kits are a high priority out in the jungle so make sure you have some at all times to handle situations where you are caught unawares. It is possible to save some ammo if you can sneak up on these soldiers behind cover and cut them down with your melee weapons, but this tactic should only be used when you have little to no ammo in your guns. If you miss, you will die very quickly!

POLICEMAN

POLICEMAN HEALTH	
Level	Health
1	400
9	500
16	720
31	1300
40	1600
50	1800

These are the last humans you encounter on Banoi and they can only be found at the Prison. Not necessarily evil, these guys are just doing their job and don't want to die. The last remaining stragglers of the police in the prison are desperate to survive against the zombies that ceaselessly attack them, and the former prisoners that want them dead. These guys shoot on sight anyone approaching the areas they protect and they are well armed and armored. They can't be reasoned with, so sadly you must kill them to stop them from shooting you. Just use your own firearms to hit the unarmored parts of their bodies to quickly put them down and end their suffering.





03 Enemies.indd 44 9/22/11 3:02 PM

BIDF SOLDIERS

BIDF SOLDIERS HEALTH	
Level	Health
1	400
9	500
16	720
31	1300
40	1600
50	1800

The BIDF Soldiers on the other hand are here to specifically stop you from escaping the island and stop at nothing to kill you. These soldiers are equipped with the latest firearms and body armor to give them maximum advantage in combat. You only encounter these foes as you are making your last desperate attempt to escape Banoi. Stay in cover and focus on taking down these soldiers as they pop out of cover to take shots at you with their Auto Rifles. Your weapon modifications and the amount of Medical Kits you currently have with you are the only things that help you as waves and waves of these soldiers constantly assault you. Stay calm and take good shots to conserve ammo until you can run to the next cover and pick up any ammo that was dropped by fallen BIDF soldiers.

03 Enemies.indd 45 9/22/11 3:02 PM

ACT I

13 Ambulance/Engine Part
14 Bungalow 6
15 Lighthouse
16 Lighthouse Balcony
17 Lighthouse Gas Station
18 Warehouse Rooftop
19 Anne Snider
20 Golden Bungalow District
21 Luke Craig
22 Silver Bungalow District
23 Subterranean Transformer
24 Bungalow
25 Lighthouse Trails
26 HELP Sign
27 Ocean Cavern

04 Maps.indd 46 8/29/11 9:02 AM

28 Diamond Bungalow
29 Richard Case
30 Richard's Bungalow
31 Laurie
32 Harlan
60 Nikolai
61 Helicopter Crash
62 Nikolai
63 Earl
64 Marine Workshop
118 Jungle Trail
119 Bunker

04 Maps.indd 47 8/29/11 9:02 AM

1 John Sinamoi
2 Bungalow 11
3 Open Bungalow
4 Surf Shop
5 Beach Attack
6 Beach Bar
7 Cliff Stairs
8 Card Reader
9 Lifeguard Tower
10 Engine Part
11 Engine Part
12 Engine Part
33 Cliffs
34 Tunnel Gas Station
35 Open Warehouse
36 Closed Warehouse
37 Blocked Tunnel
38 Large Hotel Pool

04 Maps.indd 48 8/29/11 9:02 AM

39 Hotel Walkway
40 Walkway Door
41 Hotel Bungalow 14 Key
42 Bungalow 15
43 Omar Torres
44 Omar's Key
45 Subterranean Restroom
46 Pool Waterslide
47 Stanley Garrison
48 Bungalow 14
59 Parking Garage

04 Maps.indd 49 8/29/11 9:02 AM

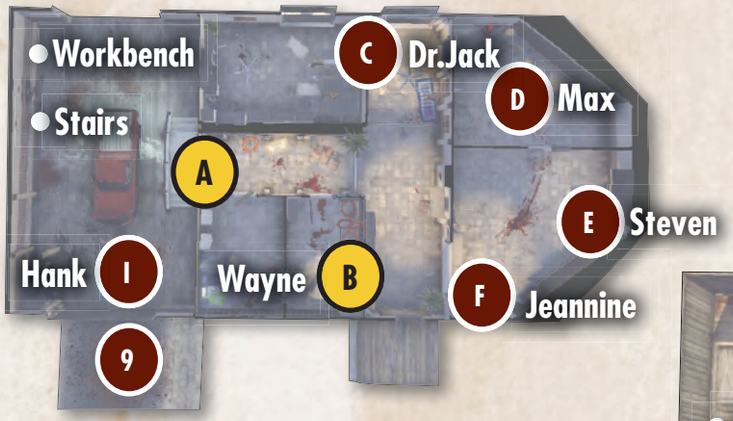
HOTEL

1. Hotel Room
2. Floor Lobby
3. Elevator
4. Balcony
5. Maintenance Room
6. Hallway

LIGHTHOUSE

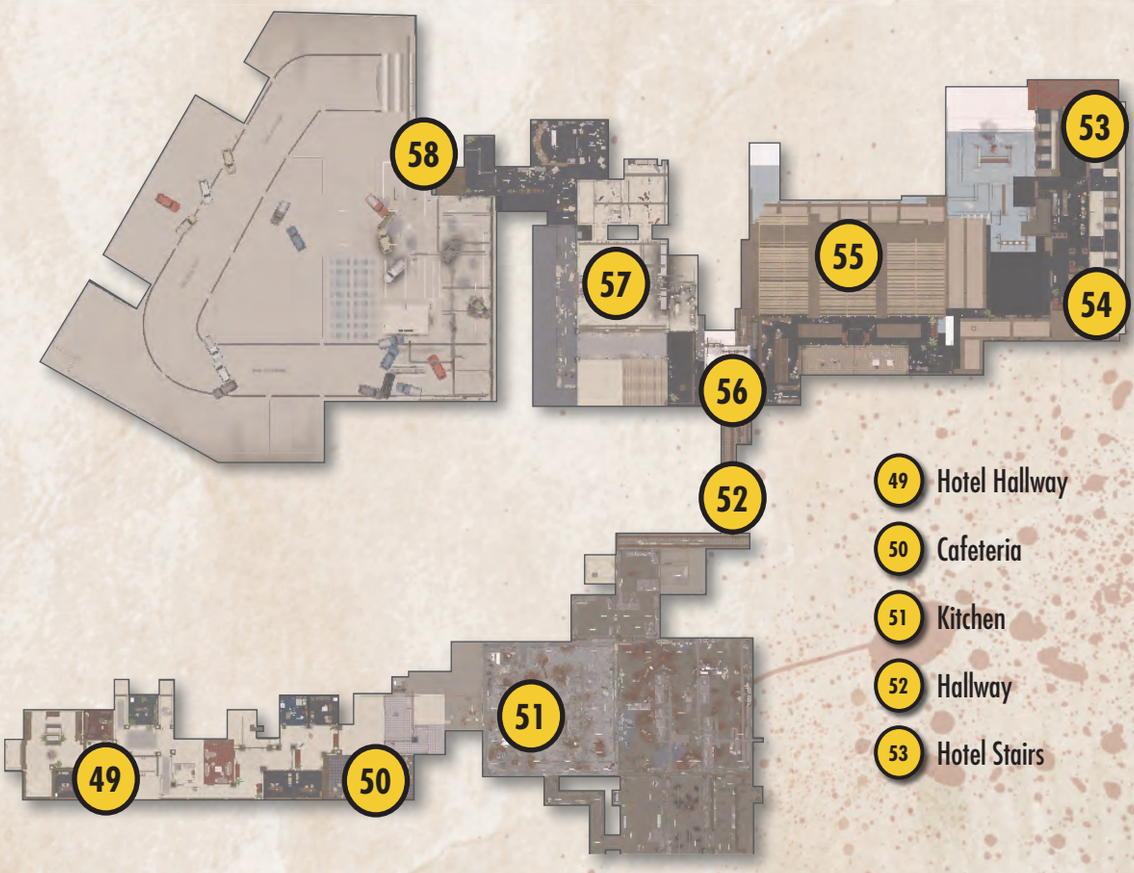
04 Maps.indd 50 8/29/11 9:03 AM

LIFEGUARD TOWER



9 Lifegauard Tower Entrance

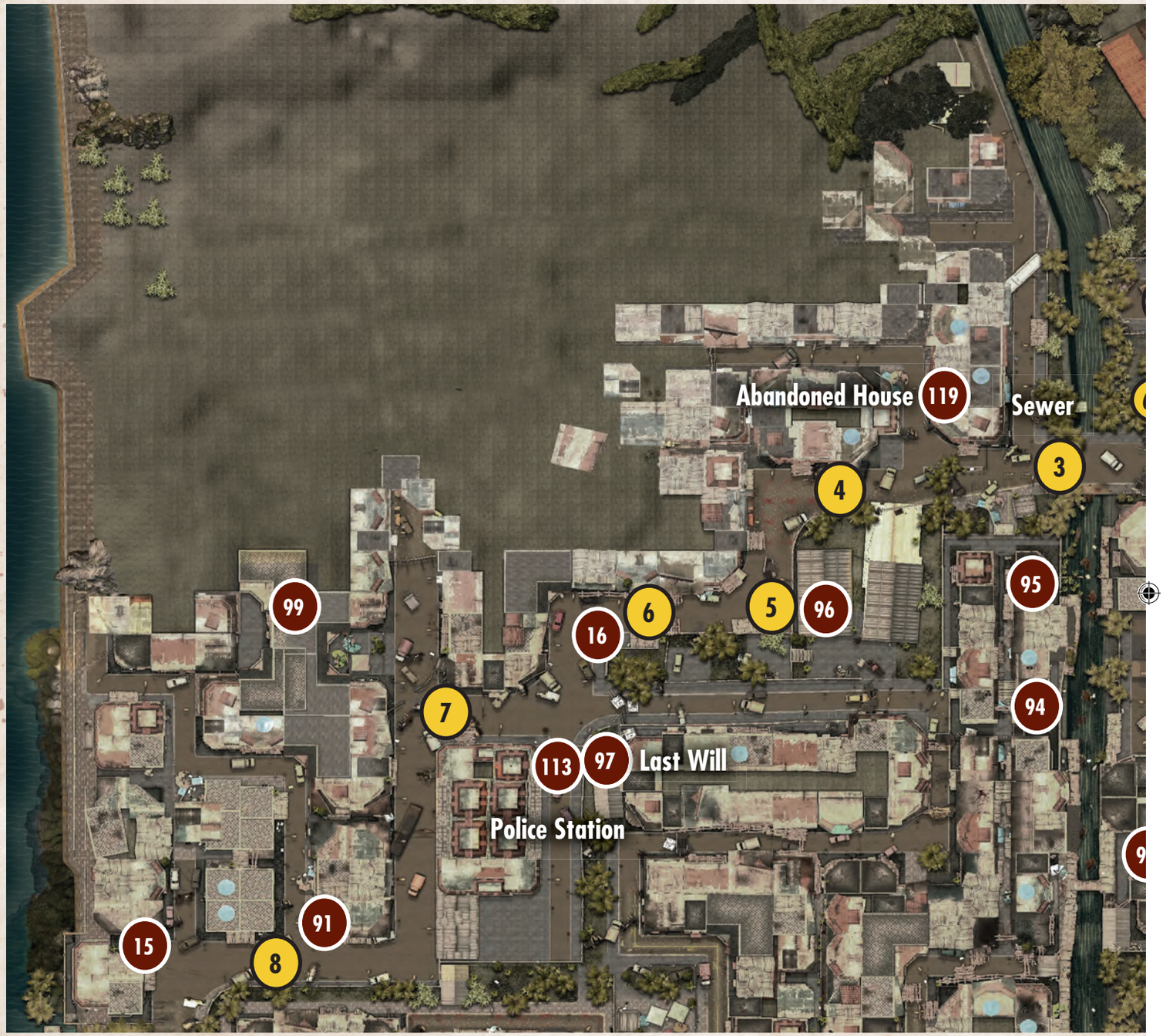
PARKING LOT



49 Hotel Hallway
50 Cafeteria
51 Kitchen
52 Hallway
53 Hotel Stairs
54 Hotel Office Area
55 Hotel Office
56 Coffee Bar
57 ServerRoom
58 Parking Garage

04 Maps.indd 51 8/29/11 9:03 AM

ACT II



1 Church Parking Lot
2 Church
3 Channel Overpass
4 Road Blackade
5 Box Truck
6 Catwalk
7 Moresby Streets
8 Moresby Streets
15 Fire Hydrant
16 Fire Hydrant
17 Fire Hydrant
18 Concrete Fenced Yard
19 Abandoned Building
20 Stairwell
63 Sewer to Church Exit
64 Abandoned House
65 North Pharmacy
66 Simon's Warehouse
67 Poster
76 Moresby Streets

04 Maps.indd 52 8/29/11 9:03 AM

91 Poster
93 Speaker
94 Speaker
95 Speaker
96 Workshop
97 Terrance Barker
99 Police Station Parking Garage
112 Cemetary
113 Police Station Entrance
119 Abandoned House

04 Maps.indd 53 8/29/11 9:03 AM

- 9 Moresby Streets
- 10 Destroyed Bridge
- 11 Pump Station Ladder
- 12 Pump Station
- 13 Fire Hydrant
- 14 Fire Hydrant
- 21 School Bus
- 22 Corner Shop
- 23 Open Market/Workbench
- 24 Ally Intersection
- 25 Channel
- 26 Stairs
- 27 Water Tower Gate
- 28 Water Tower
- 68 South Pharmacy
- 69 Souvenir Shop
- 70 Poster
- 71 Propane Tanks
- 72 Nick's House
- 73 Cho's Apartment
- 74 Apartment Ally
- 75 Moresby Streets
- 76 Moresby Streets
- 77 Radio Station

04 Maps.indd 54 8/29/11 9:03 AM

78 Speaker
79 Speaker
45 Speaker
81 Speaker
82 Speaker
83 Speaker
84 Speaker
85 Speaker
86 Poster
87 Poster
88 Dead-end Alley
89 Abandoned House
90 Hardware Store
92 Warehouse
98 Stan

04 Maps.indd 55 8/29/11 9:03 AM

POLICE STATION

100 Police Station Stairs

101 Security Room

102 Reza

103 Jail Cells

104 Observation Room

105 Office Area

106 Secretary's Office

107 Stairwell

04 Maps.indd 56 8/29/11 9:03 AM

107 Stairwell

108 Offices

109 Police Station Cubicles

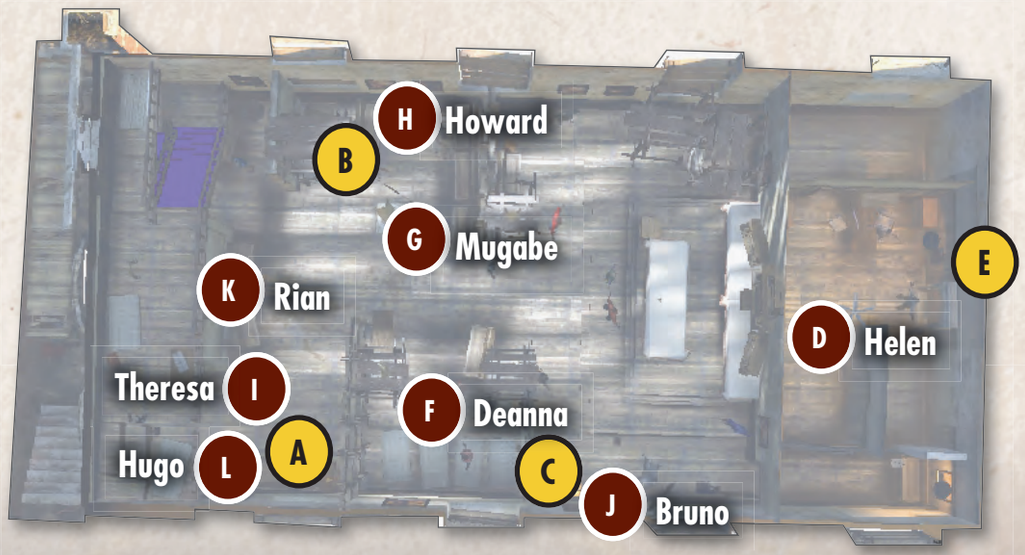
110 Storage Room

111 Police Station Cubicles

04 Maps.indd 57 8/29/11 9:03 AM

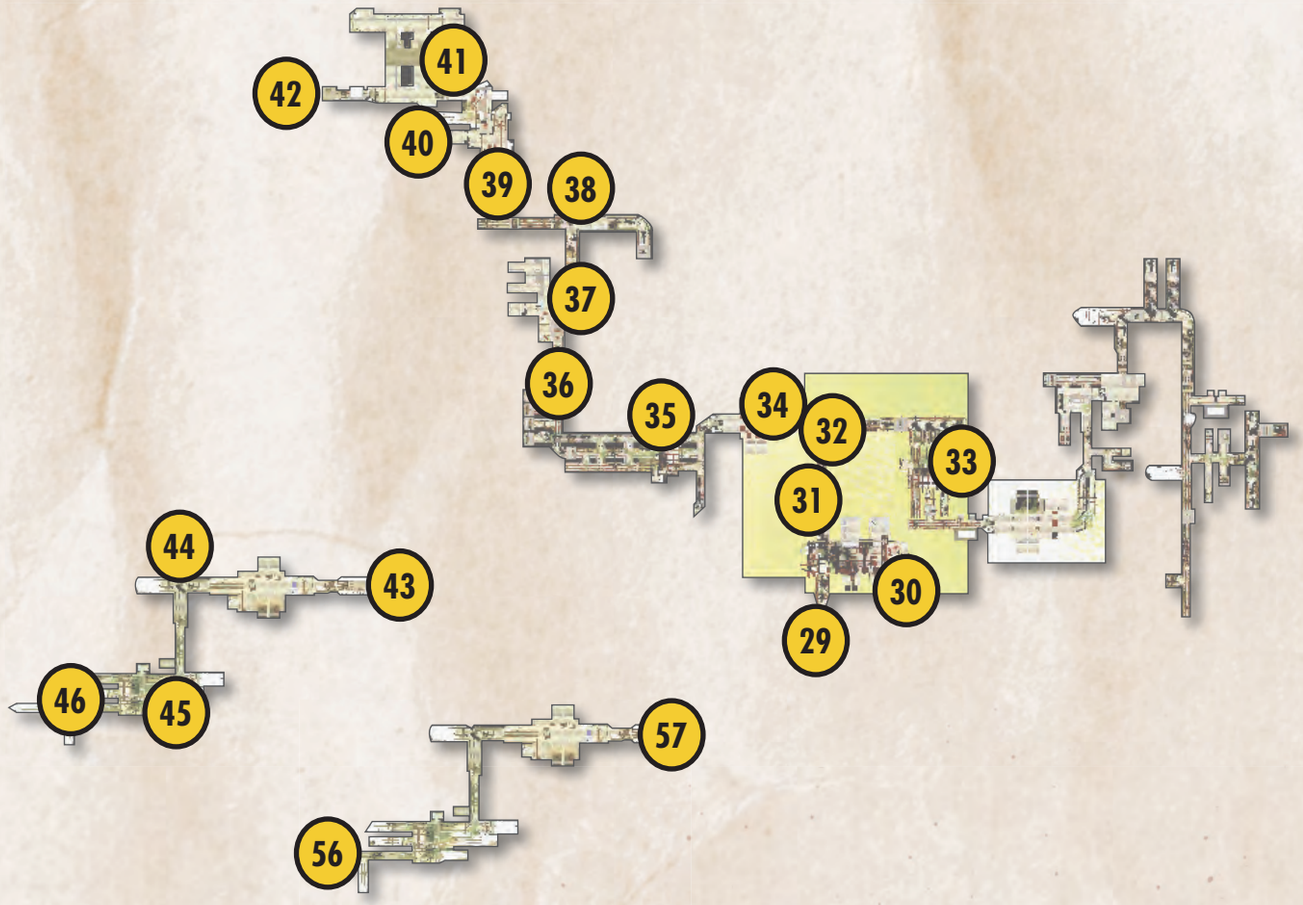
CHURCH

- A Alfred
- B Rodrique
- C Workbench
- E Bell Power Switch



04 Maps.indd 58 8/29/11 9:03 AM

SEWERS



29 Sewer Entrance
30 Control Room
31 Sewer Exit Tunnel
32 Sewer Tunnel Intersection
33 Large Chamber
34 Long Chamber
35 Large Chamber
36 Workbench
37 Steam Tunnel
38 Intersection
39 Weapon Chest
40 Workbench
41 Second-level Balcony
42 Sewer Exit
43 Sewer Door
44 Sewer Intersection
45 Sewer to Market Entrance
46 Market Cellar
56 Sewer Entrance
57 City Hall

04 Maps.indd 59 8/29/11 9:03 AM

CITY HALL

58 Town Square

59 City Hall Balcony

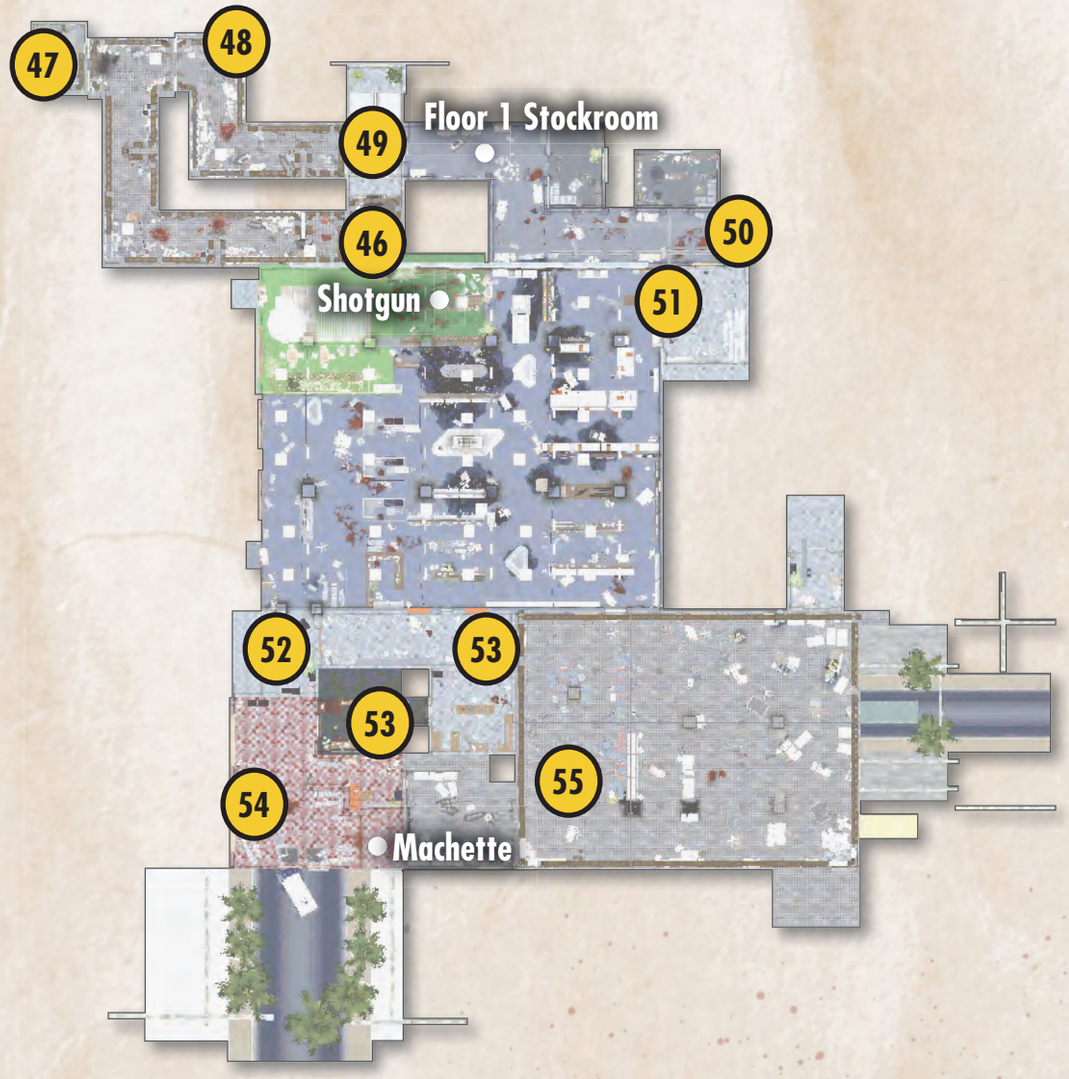
60 City Hall Stairwell

61 Mayor's Office

62 Administrator's Office

04 Maps.indd 60 8/29/11 9:03 AM

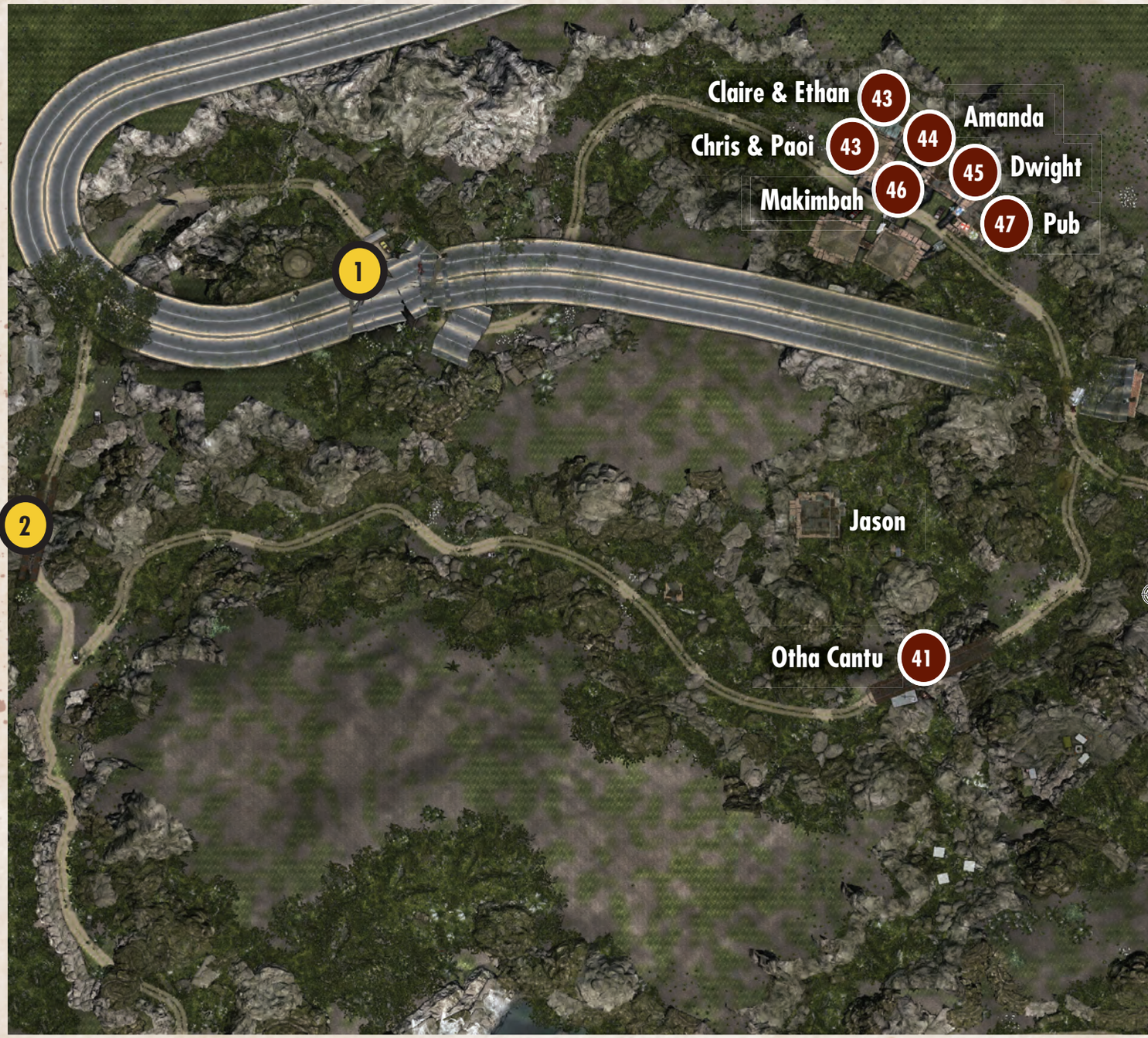
MARKET



46 Market Cellar
47 Workbench
48 Hallway
49 Market Stairs
50 Main Hall
51 Double Doors
52 Manager's Cubicle
53 Market
54 Cafeteria
55 Cart Return

04 Maps.indd 61 8/29/11 9:03 AM

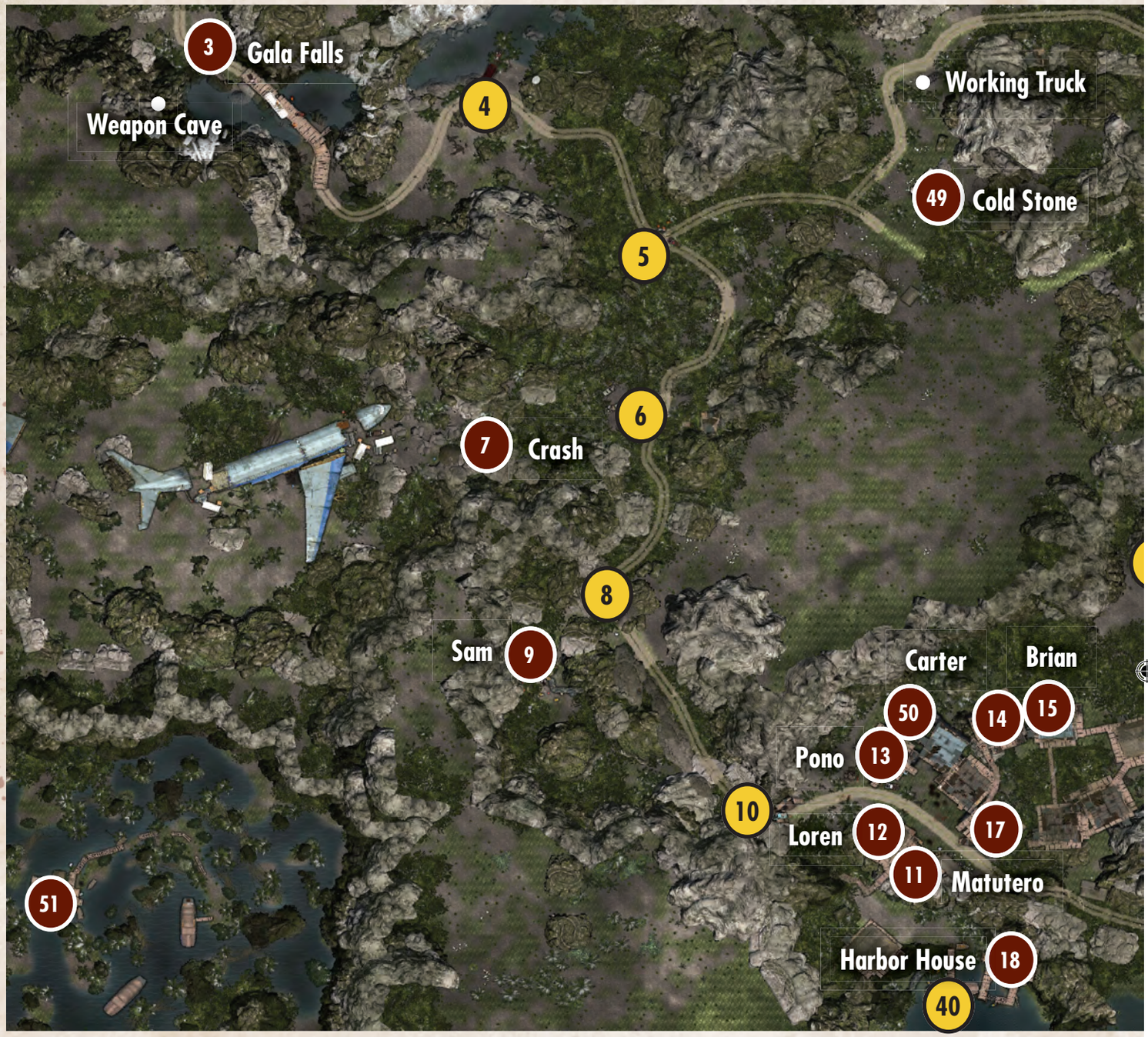
ACT III



- 1 Collapsed Overpass
- 2 Bridge Jump
- 24 Weapon Crates
- 25 Mugger Stream
- 26 Weapon Crates
- 30 Afran's Village
- 41 Otha Cantu
- 42 Paul/Chris
- 43 Claire
- 44 Amanda
- 45 Warehouse
- 46 Makimbah
- 47 Pub
- 48 Video Camera

04 Maps.indd 62 8/29/11 9:04 AM

04 Maps.indd 63 8/29/11 9:04 AM



3 Gala Falls
4 Wrecked Camper
5 Jungle Intersection
6 Wrecked Truck
7 Plane Crash
8 Rock Archway
9 Sam's Bunker
10 River Village Entrance
11 Matutero's Hut
12 Loren
13 Pono's Hut
14 Carter
15 Canned Food
16 Robin
17 Tobias/Keenan
18 Harbor House
19 Ravine
20 Afran's Camp

04 Maps.indd 64 8/29/11 9:04 AM

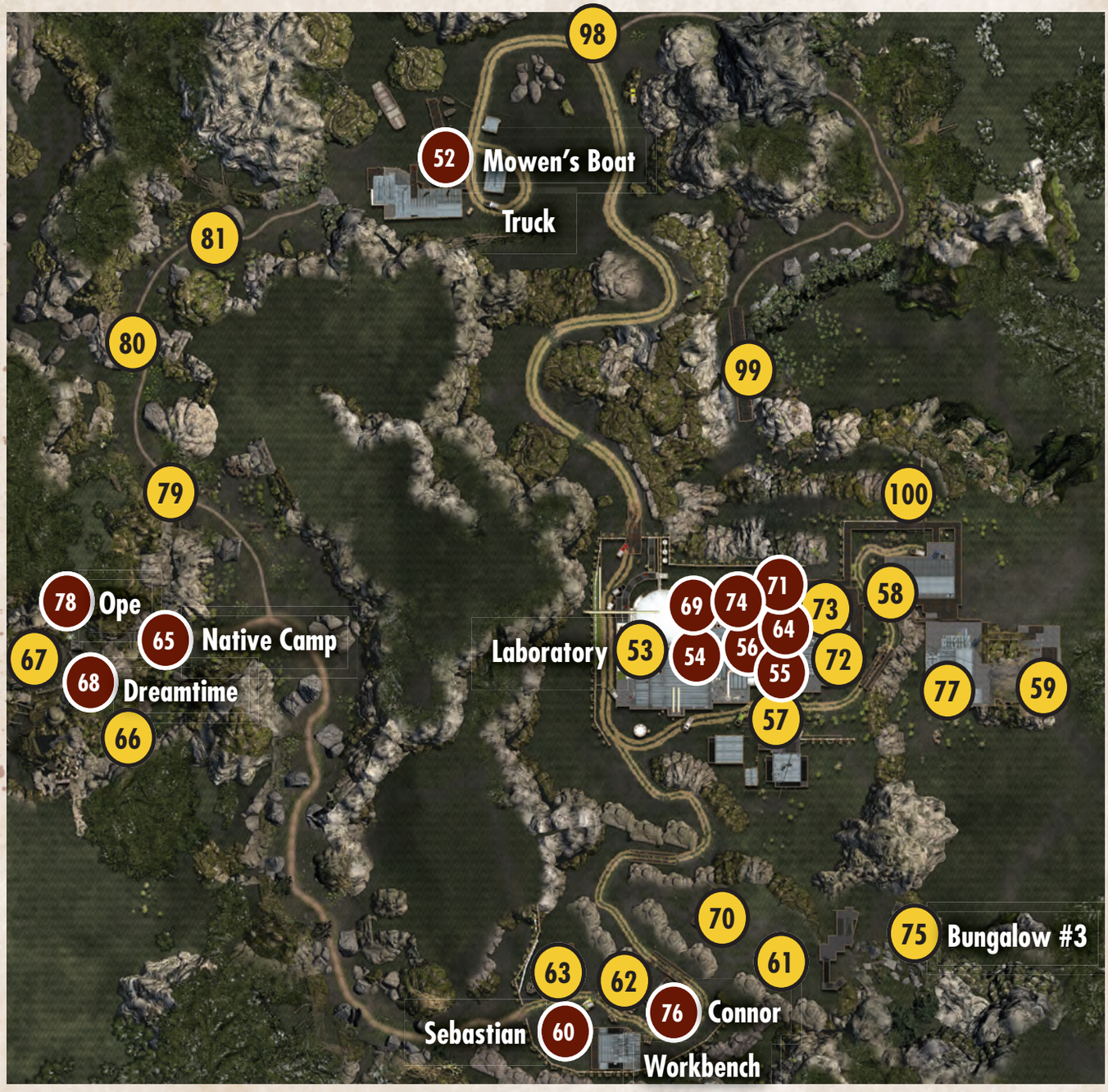
21 Alley
22 Floater Stream
23 Rope Bridge
27 Bunker
28 Zombie Camp
29 Intersection

31 Afran's Communication Center
32 Afran's Village
33 Tower
34 Hut
35 Gatehouse
36 Piers

37 Metal Cover
38 Dock Shelter
39 Afran
40 Boat
49 Bus
50 Makimbah's Wife
51 Mowen

04 Maps.indd 65 8/29/11 9:04 AM

LABORATORY



52 Dock: Mowen's Boat
53 Laboratory Entrance
54 Willie
55 Dr. West
56 Bob
57 Locked Gate
58 Lab Warehouse
59 Warehouse Generator
60 Sebastian
61 Research Camp Cabin
62 Crackers
63 Crackers
64 Sebastian's PC
65 Kuru Tribe
66 Kuru Gate
67 Arena
68 Kuru Warrior
69 Operating Room
70 Bungalow
71 Frank
72 Warehouse
73 Storage Shed
74 Dr. Nguyen
75 Bungalow 3
76 Cannor
77 Water Storage Warehouse
78 Ope
79 Ambush
80 Ambush
81 Ambush
98 Side Road
99 Rickety Bridge
100 Laboratory Stairs

04 Maps.indd 66 8/29/11 9:04 AM

CATACOMBS

82 Dock: Mowen's Boat
83 Sacrificial Altar/Shallow Stream?
84 Ope's Village
85 Ambush
86 Ambush
87 Ambush
88 Suspension Bridge
89 Stream
90 Drawbridge
91 Tomb
92 Jungle
93 Rocky Hillside
94 Pathway
95 Clearing
96 Cliff
97 Altar

04 Maps.indd 67 8/29/11 9:04 AM

MORESBY

101 Dock: Mowen's Boat

102 Pump House

103 Storage Facility

104 Gas Station

04 Maps.indd 68 8/29/11 9:04 AM

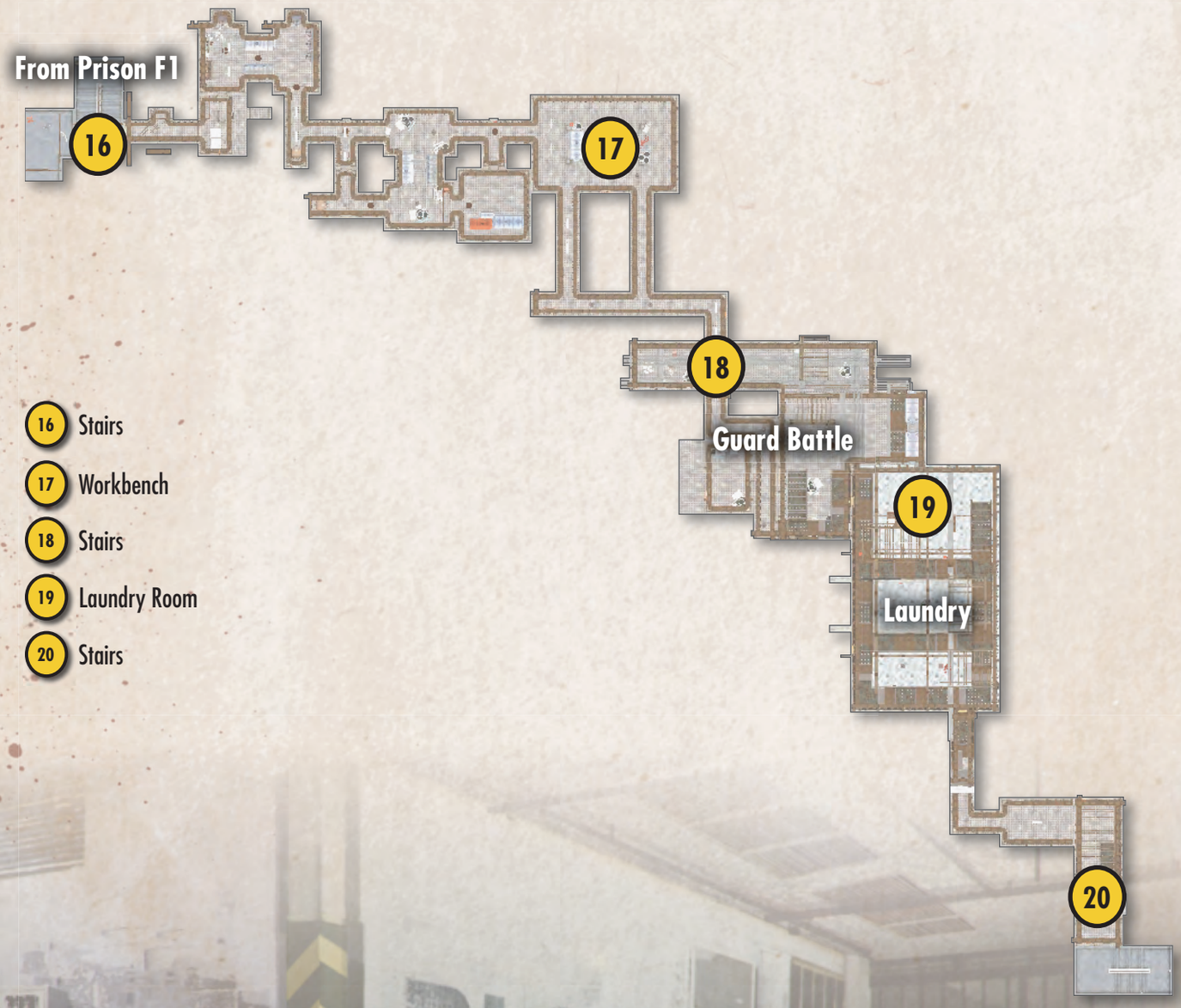
RESORT

105 Dock: Mowen's Boat

106 Workshop

04 Maps.indd 69 8/29/11 9:04 AM

ACT IV: PRISON BASEMENT



16 Stairs

17 Workbench

18 Stairs

19 Laundry Room

20 Stairs

04 Maps.indd 70 8/29/11 9:04 AM

PRISON FLOOR 1

1. Block Zero Entrance
2. Shop
3. Cafeteria
4. Kitchen
5. Dreyfus
6. Cellblock A Control Room
7. Cellblock A
8. Cell 9
9. Locked Cell
10. Alvaro's Cell
11. Collectible Room
13. Harland
14. Kitchen Storage
15. Hallway
16. Callout Here

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PRISON FLOOR 2

- 8 Cell 9
- 10 Alvaro's Cell
- 12 Kevin
- 16 Stairs

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PRISON CELLBLOCK B

20 Stairs

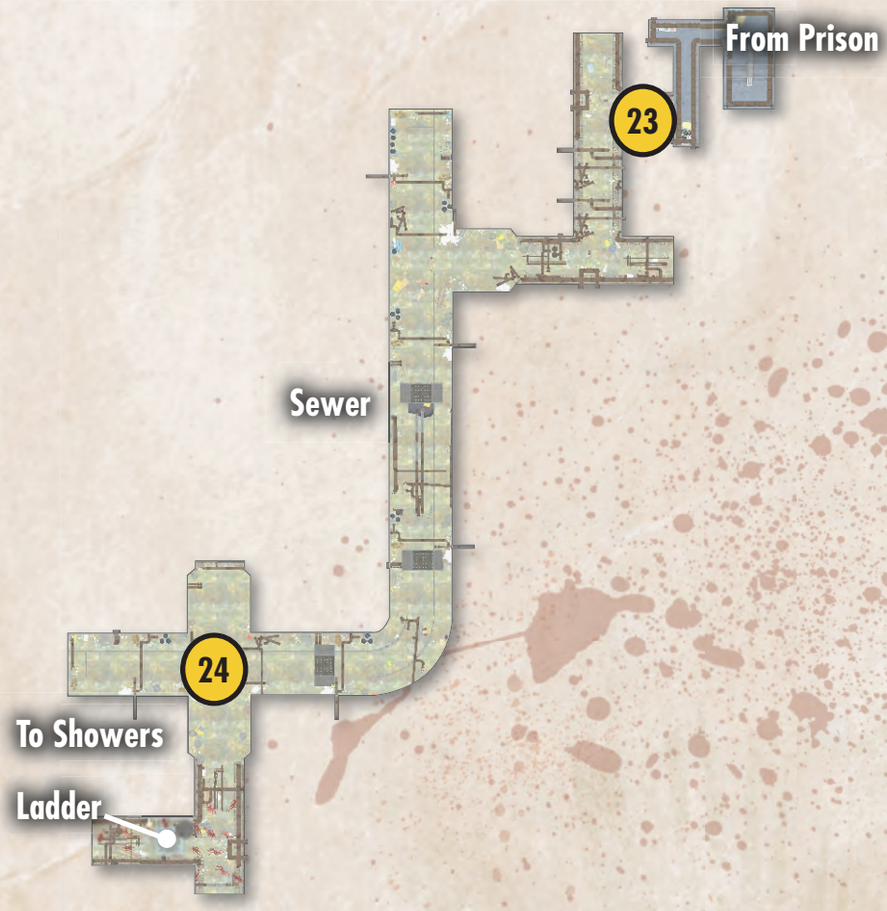
21 Cellblock B Control Room

22 Second Floor Control Room

PRISON SEWER

23 Sewer Entrance

24 Intersection



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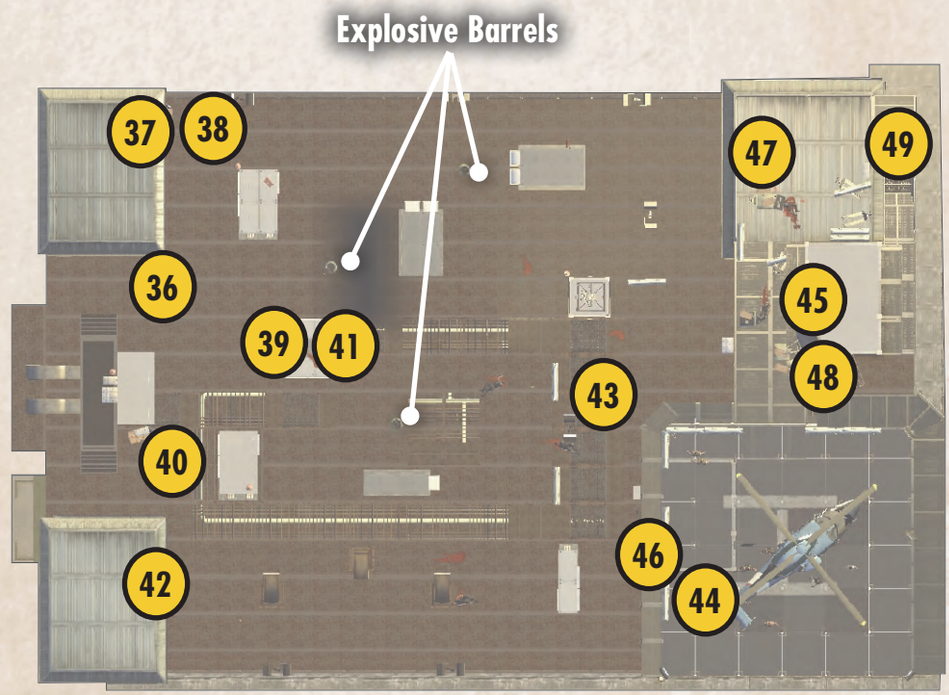
PRISON CELLBLOCK C AND CONTROL ROOM

25 Shower Room
26 Yerema/Jin
27 Elevator
28 Stairwell

PRISON ROOFTOP

36 Rooftop
37 Rooftop Storage
38 Rifle Cache
39 Pistol Cache
40 Shotgun Cache
41 Compressor
42 Flaming Zombie Entrance
43 Baricades
44 Helipad
45 Elevator
46 Room
47 Doors
48 Gate
49 Stairs



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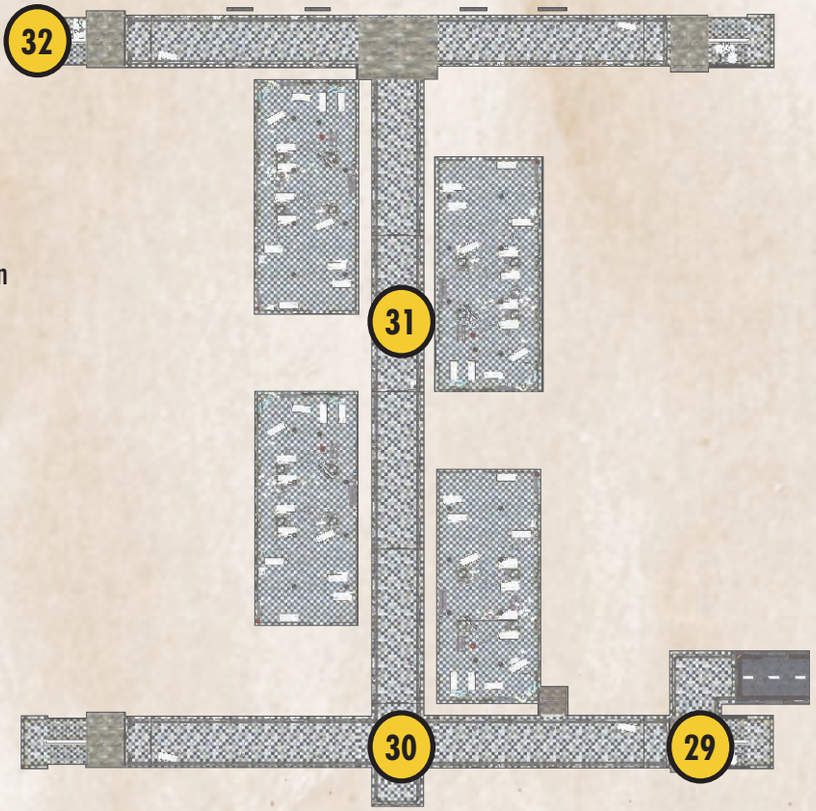
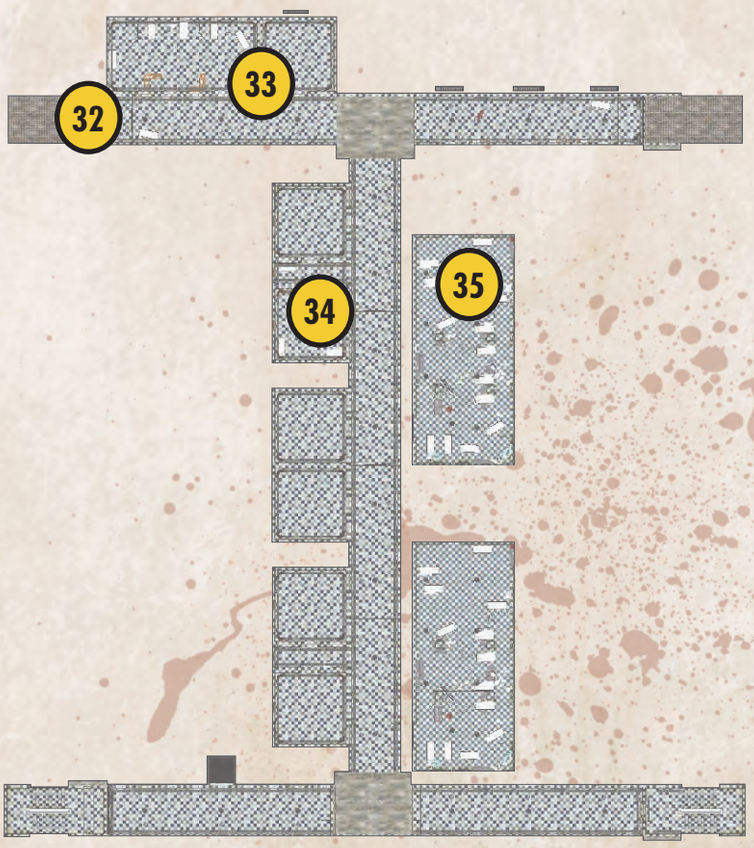
HOSPITAL



29 Stairwell
30 Hospital Intersection
31 Hallway
32 Stairwell



32 Stairwell
33 Hospital Room
34 Hospital Room
35 Hospital Room

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05 Walk-Act 01.indd 76 8/29/11 7:37 AM

WALKTHROUGH

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PROLOGUE: RISE AND SHINE

MAIN QUEST: CHAOS OVERTURE

REWARD

NA

QUEST GIVER

NA

DIFFICULTY

NA

OBJECTIVES

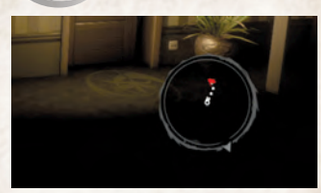
Leave your room.
Find emergency staircase.
Find elevator lobby.
Go to elevator shaft.
Open elevator hatch.
Get inside the elevator.
Follow the Voice's instructions.
Turn around and run from the infected.

You come to in a strange hotel room **(1)** after an intoxicating night of celebration. Sluggishly, you struggle to your feet from your sleeping position on the floor and observe how the room stops spinning and your vision clears. You hear weak cries for help nearby, but a recorded announcement over the hotel PA drowns this out. The looping message is suggesting that all guests should exit the building.

LEAVE YOUR ROOM.

TThere's no in-game map available here, which is common for many interior structures in the game. If you access the inventory menu, you also notice that you are weaponless but have a couple open slots available if you happen upon something that may suffice as a weapon.

MINIMAP PATH MARKER



Notice the dotted white line on the minimap in the lower right corner of the screen. The automatic route that is created there is a lifesaver (for you and me both). If you are ever lost or not sure of where you should be heading within an objective, follow this route marker that ends on a goal (a red flag marks the destination). When you have multiple objectives active at the same time, the marked route illustrates the destination of the objective highlighted in the pause menu.

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SELECTING QUESTS TO DISPLAY ON MINIMAP

During the course of the game you will have multiple Sidequests and continuous events occurring at the same time. To switch focus and work on something besides the default selected Main Quests, you need to select the Sidequest in the Quests menu so that the minimap's automatic route illustrates the destination of the next objective.

When searching through your hotel room, the only thing of interest is the Medium MedKit in the bathroom. Point the reticule at the object and the name of the item and its sales price appears, as well as the required button to pick it up. Pick up this item to add it to your inventory.

Notice the open door icon on the hotel room door. Walk up to the door and press the indicated button to open the door to the hallway.

FIND EMERGENCY STAIRCASE.

The route on the minimap indicates the emergency staircase down the hallway. If you ignore this suggestion and enter the open room behind you at the end of the hallway, you will find a dead couple on the floor. But let's focus on the suitcase by the doorway. Open it by placing the reticule on the gear icon and pressing the indicated button to open the bag.

OPENING & RETRIEVING

Containers with gear icons on them indicate that they can be opened. Not all containers contain items. When you open a bag, closet, chest, locker, etc., you must interact with the object a second time to actually retrieve the hidden object within. Hidden objects are usually cash, weapons, weapon mod items, quest-specific items, or health.

The item in this bag is a Wire—a constituent part for modifying a weapon. We cover weapon parts in Crafting section of this guide. Let's focus on the elephant in the room now…back to the dead people on the floor. How do you commit a murder-suicide with that axe between them? I'm guessing they were just disgruntled since housekeeping forgot to give them pillows. Take the money out of the cabinet beside them and then enter their dark bathroom.

FLASHLIGHT

This game has an equal amount of action and exploration. To explore in dark areas, such as the dead couple's bathroom, press down on the D-pad to turn on the flashlight that you always have with you. The battery life is limited and recharges over unused time.

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The bathroom is devoid of items; we just wanted you to get familiar with the flashlight before you really need it. Return to the hallway and follow the indicated route beyond the luggage carts. Make sure to raid everyone's pieces of luggage on the carts. The more you search and find money and other items, the better prepared you'll be later in the game.

At the second set of luggage carts is a wallet on the floor. Take it and head left into the room following the indicated minimap route. Use your flashlight inside; it's dark. Raid all the cabinets and luggage, then force open the connecting room door.

FORCED ENTRY

Throughout the game you will come to many locked doors. A door break icon appears on them indicating they can be forcibly opened. A forced entry gauge appears on screen. To bust through a locked door you must pull down on the Right Stick and then quickly tilt up. It usually takes three good slams to break open a door; however, with practice, it is possible to gain entry with one good slam. It's one of many Achievements in the game. The trick is to stop the moving cursor in the middle red area on the door break gauge.

HOW RAIDING HELPS BUILD XP

Whenever safe to do so, explore and grab everything you can. Again, this will help you not only discover Sidequests, but will also help you level up more quickly as you will be able to frequently upgrade weapons and keep them in pristine shape to bash more undead. Killing the undead earns you Experience Points.

Raid the connecting room and then exit into the hallway on the other side of the luggage cart. Make sure to take items from the luggage that you could not get to from the opposite side.

Follow the minimap route to the red flag, which is a locked stairwell door on the left in the lobby **(2)**.

FIND ELEVATOR LOBBY.

The stairs are locked; follow the new objective route (stopping to raid more bags) to the exterior balcony. A cutscene shows your character taking in the beautiful island landscape. The mood quickly changes as a couple of dead bodies plunge past your view from a floor above.

GO TO THE ELEVATOR SHAFT.

Raid the many bags on the balcony and find the elevator shaft **(3)** to the right of the exit. Enter the shaft and look down at the top of the elevator using your flashlight.

OPEN ELEVATOR HATCH.

Open the lift hatch by holding down the indicated button. Hold the button until the gauge fills completely red. You will encounter this opening feature with many more objects in the game.

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GET INSIDE THE ELEVATOR.

Once the lift hatch is open, drop into the hole to enter the elevator below. A cutscene shows the elevator breaking free and falling to a floor full of undead. The elevator miraculously drops again to a safer floor **(4)**.

FOLLOW THE VOICE'S INSTRUCTIONS.

A voice over the PA can see you through security cameras and puts aside the introductions for later. He explains it is urgent that you get a hold of a weapon from the maintenance storage room **(5)** down the corridor. He'll guide you through this.

Raid the balcony of its items and follow the marker into the lobby. Raid the luggage. Take the money from the dead bodies near the hallway entrance. Follow the hallway to the second set of luggage carts and the voice will yell at you to turn around and run the other way.

TURN AROUND AND RUN FROM THE INFECTED.

If you do not sprint (push down on Left Control Stick to use stamina to sprint) away from the infected, they will overpower you and kill you, forcing you to start at the last save location. When you run in the opposite direction you will discover the previously locked door leading down the left hallway is now open. Sprint down that hallway to safety **(6)**.

In the cutscene, your character takes cover in an open room only to get knocked out by an undead within. When you wake up, you're in a beach bungalow with a doctor standing over you holding a baseball bat. He's about to bash your head in if you don't show signs of being a human.

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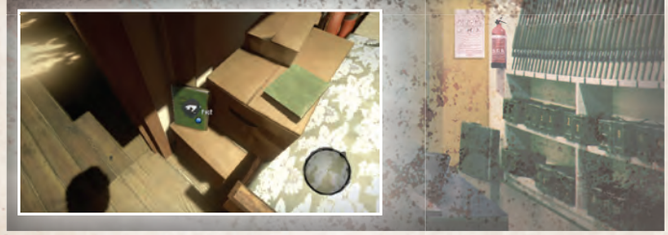
BANOI HERALD EXCERPT #1

The first collectible in the game is found on a box near the bedroom exit next to the bed. Look closely at the green notebook. Place the reticule on the item to make "Fact" appear. Pick up the *Banoi Herald* Excerpt collectible.



There are 40 hidden *Banoi Herald* Excerpt Facts, 12 Tape Recordings and 100 ID Cards in the game. Once you pick one up, you can keep track of those collected by scrolling to the bottom of your miscellaneous collected items in the Inventory menu.

Walk through the house and discover the survivors' names (written above their heads) and listen to them voice their feelings.

In the living room, Margaret is upset that Sinamoi went outside to kill the undead alone while Jeannine guilts you into helping since Sinamoi apparently saved your life. He was the voice on the hotel PA system.

FINDING SIDEQUESTS

Main Quests are found by completing subsequent Main Quests but Sidequests are often found during Main Quests and can be pivotal to completing Main Quests. But often Sidequests are completely independent of a Main Quest and these are sometimes found by talking to survivors. When you find large groups of survivors you should approach each one of them to see if you can communicate with them. This frequently leads to new Sidequests. Quest givers also appear on the minimap as an explanation point. Always be on the lookout for new ones to appear on the map even if you've not talked to that survivor yet.

BLOOD ON THE SAND

REWARD
2000 XP

QUEST GIVER
Jeannine

DIFFICULTY
Easy

OBJECTIVES
Find a weapon.
Help the lifeguard get rid of the undead.

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FIND A WEAPON.

A boat **Paddle** leans on the wall to the right of the exit. When you place your reticule on the oar, its name and stats appear. You are briefly shown fighting controls. Without a weapon in hand you simply swing your fists. Later, you can find brass knuckles to make punching a viable option, but for now, pick up the paddle and then Wayne helps you out the door.

Out on the beach you see Sinamoi wrestling with zombies. A nearby zombie knocks you off the porch. When you gain control, turn and swing at its head behind you. Always try to aim for the heads for a fast kill. This not only takes out the undead more quickly, but also keeps your weapon in better shape—saving it from multiple strikes.

As soon as you can, help Sinamoi with his battle. You can swing through opponents to hit zombies. Don't worry, you can't hurt your friends unless you carelessly use explosives. Quickly raid the bodies for money or weapons before the cutscene begins.

HELP THE LIFEGUARD GET RID OF THE UNDEAD.

This quest begins after speaking with Margaret in the bungalow **(1)** living room. She pleads with you to help Sinamoi battle the undead outside. When you try to leave the bungalow through the front door, Wayne, wearing the blue cap and standing near the door, advises you to find a weapon.

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ACT I

PASSPORT TO LIFE

REWARD

400 XP, Naild Mod

QUEST GIVER

Sinamoi

DIFFICULTY

Easy

OBJECTIVES

Talk to Sinamoi.

Bring security keycard to the lifeguard tower from bungalow 11.

Return to Sinamoi.

In a cutscene, Sinamoi speaks with a Voice over a CB radio. That Voice is apparently the one who sent Sinamoi to help you in the hotel. Your team (all the playable characters) stands around Sinamoi as you learn from the radio conversation that your entire team is immune to zombie bites. Communications are lost just before the Voice reveals his location.

Press to skip this cutscene
Sinamoi: If it wasn't for him we wouldn't have made it. Maybe now we can hold out until help arrives...

LEVEL UP

After the cinematic, the previous mission officially ends and you earn XP. This pushes the total over the points needed to reach the next level. When this happens you can upgrade your skills. If you press up on the D-pad, you are taken directly to the Skill Upgrades menu. Selecting which upgrades you want first is a strategy all its own. We suggest you begin upgrading the Combat category by purchasing Heavy Hitter with your new skill points.

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TALK TO SINAMOI.

Sinamoi: Name's John Sinamoi. I'm the head lifeguard here. The voice on the radio told me your were in trouble at the hotel. Said you were resistant to whatever this is.
Skip

Enter your inventory and assign any weapons you picked up outside or the Paddle to your available weapon slots. You can scroll through these during battle using the Quick Inventory button. Tapping it quickly scrolls through the weapons and holding it brings up a weapon wheel where you can use the Right Control Stick to make a weapon selection. Talk to Sinamoi (the head lifeguard dressed in red in the living room) to begin **Passport to Life**.

John Sinamoi wants your help moving everyone to the lifeguard tower where there's more equipment and a radio with a stronger signal. First you need the access card to get past the security gate. John left his in his room in bungalow 11 by the pools.

BRING SECURITY KEYCARD TO THE LIFEGUARD TOWER FROM BUNGALOW 1.

After receiving the objective, notice the red flag on the map or minimap appears on a bungalow to the west of your position. The minimap route leads you directly there. However, you should explore the nearby beach area for money, items and weapons. There's a weapon chest under your bungalow.

If the weapon is a higher level than you, you will not be able to use it until you reach that level. There's another weapon chest at the end of the nearby pier. They are all over the place if you give yourself a little time to explore.

COLLECTION MAPS

Check our Collection Maps when you reach new areas to see what nearby hidden items you can easily pick up—and those you cannot get until you reach a certain point in the game. We will not call out all the hidden collectibles in this walkthrough, but only those that are en route to an objective.

As you explore, be aware that you're always at risk of an undead attack. You should listen for the sounds they make. This is an early warning that they are nearby and will attack when they see or hear you. If you can catch the undead when they are lying down you will have a much easier time taking them out quickly. If you do not see an item icon on the lying undead body, then there is a strong chance they may reanimate and attack. A swift kick or weapon attack is a great way to confirm they are completely dead.

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Once you are done exploring the area and raiding every trashcan, changing room, luggage bag, dead body and chest you can find, get back on track by following the minimap route up the boardwalk stairs to the Ocean View Bungalows level. Be ready to attack zombies around every twist and turn on the pathway.

Your biggest threat along the way is a group of three zombies feasting on the dead between a pool and a large bungalow. A fourth zombie makes his way across the pool, so keep an eye out.

THROWING WEAPONS

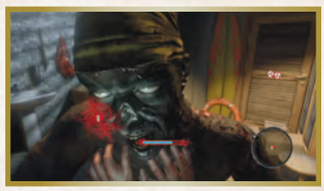
You should try throwing your weapons at zombie heads from a distance. You only have two weapon slots now, but by pausing the game and replenishing these slots with all the weapons you scavenged, you can throw quite a few weapons at them before they can get near you for close combat. Done correctly, there may not be a call for close combat. Throwing is a very effective means of zombie disposal—just remember to retrieve your thrown weapons.

In front of John's bungalow 11 **(2)**, you'll come across Ted in a pool full of red blood. He's upset that he had to take out his brother who lies before him. Take the Feeble Diving Knife out of his chest and head to the bungalow entrance. The doors are unlocked. Push them open and enter. You hear breathing as you enter. The undead on the living room floor begins to rise. Take him out before he gets to his feet. Take the energy drinks in the bungalow if you need to replenish health.

TAPE #01 STARTING THE INVESTIGATION

The first hidden tape recording is located on the small table under the bookshelf in the living room.

Break down the bedroom door and be prepared to defeat the zombie in the bathroom; you can hear him breathing as you enter the bedroom. Some zombies really want to jump on you. When they get on you and you can't swing a weapon, press the Aim button repeatedly to push them away, followed by an automatic single punch. Finish them off with your weapon once they are off balance or on the ground.



Find the **Lifeguard Security Keycard** on the bathroom hallway short shelf. Raid everything you can in John's bungalow before you leave.

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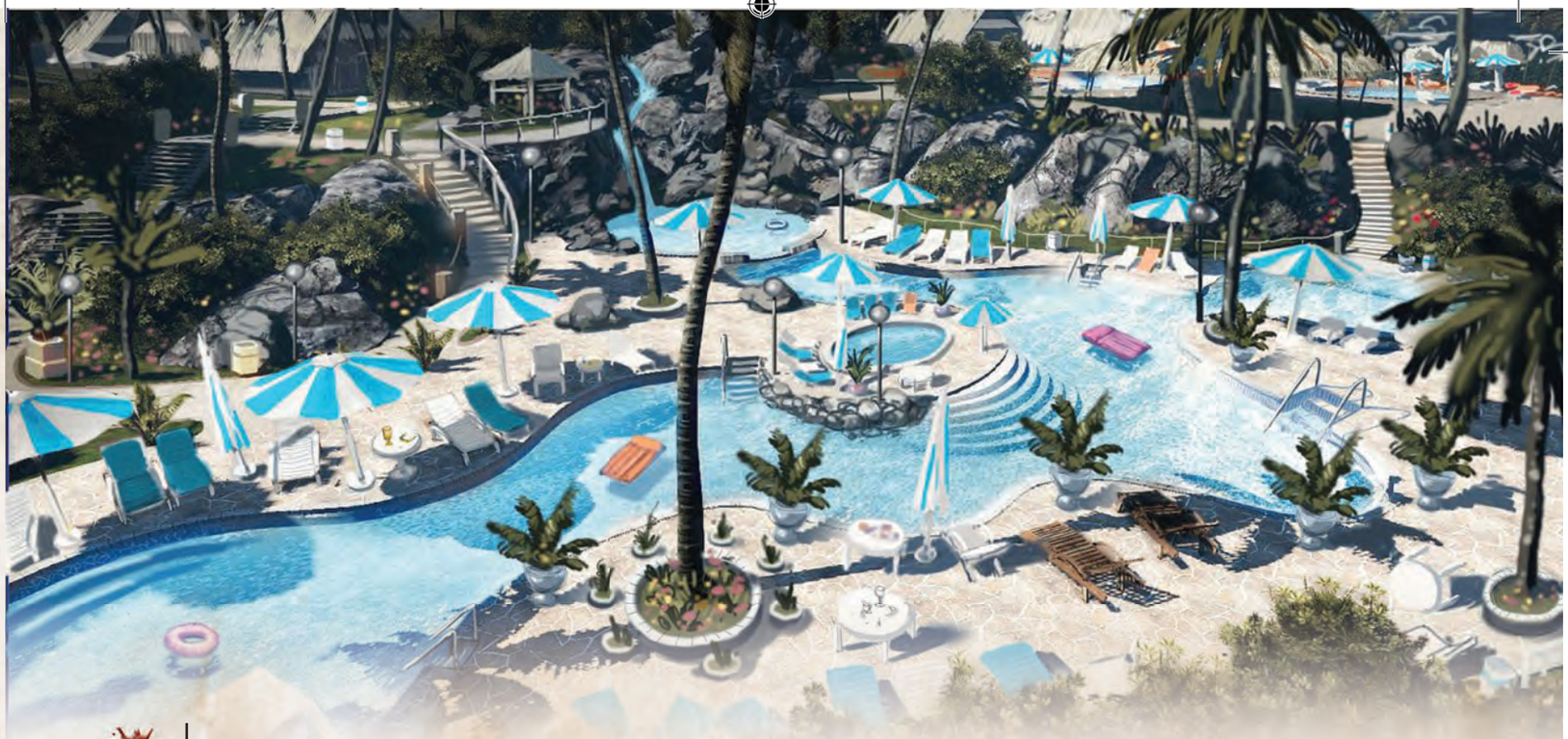
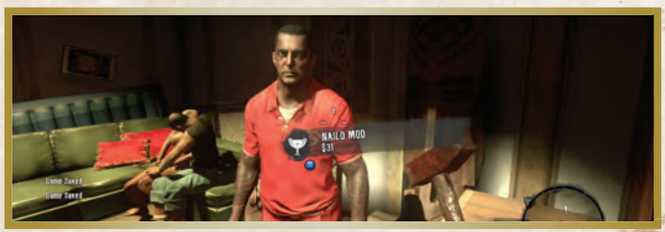


RETURN TO SINAMOI.

Now that you have the keycard you can head back to the original bungalow **(1)** on the beach to hand it over to Sinamoi. Along the way, remember that throwing weapons is a great way to take care of the zombies from a distance. And that pausing to enter the inventory menu is the safest way to replenish missing weapon slots.

Following the minimap route back to the bungalow puts you in contact with a group of zombies on a narrow, vegetated pathway. Use throwing tactics to take them out from a distance. As you exit this narrow passage veering left out of the exit you come to a bungalow with luggage strewn around. Here you can find your first Personal ID collectible.

Talk to John **(1)** to complete the mission. He's ecstatic that you finished the job and for the first time since the outbreak sees hope. You earn 400 XP and a prize cup icon appears on his chest. This often happens when you finish a mission for a quest giver. Press the indicated button to take the prize. John awards you with the **Naild Mod**. This allows you to put together a weapon (such as a bat) with nails sticking out of it…provided you have collected the correct ingredients for the mod. This is all done at Workbenches. Workbenches are found in many places. The first one you are likely to see is at a surf shop between you and the lifeguard tower.



NAILD MOD

You get the Naild Mod from John Sinamoi after completing **Passport to Life**.

DON'T AVOID ZOMBIE BATTLES

It's not too difficult to run from zombies and leave them in the dust (until you encounter the screaming Infected). But standing your ground and fighting as many zombies as you can stomach is the best way to level up quickly and develop a fighting style of your own. Running away does have a place in strategy—when you are low on health and/or are weaponless.

ID CARD #001

You can come across your first personal ID card collectible by following the minimap route from Sinamoi's bungalow 11 to the beach bungalow where everyone is holed up. The ID card is in an open, blue suitcase outside a nearby open bungalow (3). You definitely need to check out this open bungalow while you are there. Something deathly kinky was going on in there. And there's a weapon crate inside near the back door.

FIRST SIDEQUEST: THE LOST

If you followed the white "!" that appeared in the bungalow immediately after accepting **Passport to Life**, *you would have discovered that Steven, who is sitting in a chair outside the bathroom, has a job for you. is a Sidequest covered at the end of Act I. Jump ahead in the guide if you need help with this mission now.*

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EXODUS

REWARD

600 XP, Homemade Cleaver

QUEST GIVER

Sinamoi

DIFFICULTY

Hard

OBJECTIVES

Talk to Sinamoi.

Go to the lifeguard tower and get rid of all the undead in the area.

Use a card reader to get to lifeguard tower.

Get inside lifeguard tower.

Contact Sinamoi using radio at the main deck.

TALK TO SINAMOI.

Sinamoi **(1)** wants you to check out the lifeguard station to see if it's safe before he moves everyone. He suggests you take the beach; it's the shortest distance.

GO TO THE LIFEGUARD TOWER AND GET RID OF ALL THE UNDEAD IN THE AREA.

After exiting the bungalow **(1)**, search nearby bungalows for open doors and all the goodies in and around them. Never let your guard down. Expect zombie attacks and do not avoid them, so you can level up more quickly. Along the way you are reminded how to kick your opponent. Kicking is a very useful combat tactic. It keeps those quickly approaching undead from latching onto you and knocks them off balance long enough for you to knock them over the head with something.

Savior Achievement

As the path moves back toward the shoreline, you encounter a couple of burning walkers and farther ahead you see a small group of undead trying to get at someone inside a pickup truck near the surf shop **(4)**.

The best way to approach a flaming undead is by throwing a weapon at its head before it gets close enough to transfer some flames onto you. Most of the walkers crowding the pickup truck are preoccupied with the fellow inside. One aggressive and muscular undead will run toward you as you approach. Begin the battle with a couple thrown weapons and finish him off before you get closer to the truck.

Move around the truck, taking out the remaining, preoccupied walkers to save the man in the vehicle. Notice that these zombies appear as skull icons on the minimap. This usually indicates that the enemies must be eliminated to complete a particular challenge.

A man named Haris exits the truck when you defeat all the enemies keeping him holed up inside. You earn an achievement award for rescuing this survivor (1 of 5 in the game). You earn a whopping 500 XP. Follow him into the surf shop **(4)**.

Surf Shop (4)

If you turn to the left as you enter the surf shop you will see multiple items of interest: the trashcan; the bottle of water on the floor; the computer under the desk (removable battery or magnet); and the cash register and another collectible item on the desk. First of all, always grab water bottles and cans of food when you can, and hold as much alcohol in your inventory as you can. All of these items pay off in the future (people will trade you XP for these items, so start collecting).

BANOI HERALD EXCERPT #2

The second fact in the game is found on the desk in the surf shop (4) near an oscillating fan.

Search the rest of the surf shop showroom for more water and other items. Open the door beside the desk to find even more items and a weapon workshop in the back room. A voice over a CB radio is heard asking if Luke made it to bungalow 20 for the insulin there. Approach the workbench and press the Use button to access the Workshop menu.

Workshops

In the Workshop menu you can Repair weapons, Upgrade weapons, and Create new weapons by combining the correct parts with certain weapons. It is important to repair your favorite weapons so they remain dependable in battle. Upgrading the weapons strengthens them and makes them more powerful. Upgrading certain Skills helps strengthen weapons and slows weapon deterioration during use. You cannot upgrade a weapon until it is 100% repaired. So repairing is the first step.

As you leave the Surf Shop, make sure to check out the chest behind the shop and the chest behind the adjacent cabanas. When you investigate inside the changing booths, be prepared to find a walker inside the one on the end.

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Infected Attack

Following the route as indicated on the minimap from the surf shop quickly puts you in harm's way as three Infected undead come screaming toward you **(5)**. The best way to deal with these is dependent on how many are attacking and how many weapon slots you have. The best thing to do is to lob a weapon at them as they are running at you. This can usually take out an Infected in one attack, but often (depending on the weapon thrown and other stats) it may just injure them and knock them down, which is fine if there are more on the way. Another way to deal with them is to think of baseball. Think of their heads as the pitched ball and your weapon as the bat. Swing early as they rush toward you and you can knock their blocks off before they touch you.

Leveling-Up Opportunity

If you want a leveling-up opportunity, which is always good, head out along the next boardwalk that leads out into the water to a small sandbar where a bar is located. After defeating a horde of undead, use your new Skill Points to purchase the first skill in the Fury category. Using Fury gets you out of a lot of tight situations quickly. You can use it whenever your Fury gauge is full. This is the red meter that appears at the left edge of your health gauge.

Once you have defeated most of the enemies around the bar **(6)**, open the door in the bar hut and find weapons and items inside. The item of most interest is the Personal ID on the countertop on the right above the weapon chest.

ID CARD #002

Find this card in the beach bar hut (6) at the end of the long pier east of the lifeguard tower. Open the door to find the ID on a counter above a weapon chest.

Take the ID and the can of food (good for XP trade-in later) and follow the route back toward the beach. As you near a cabana and see a bunch of dead people lying around, prepare for a pretty large zombie battle. Be ready to throw weapons, set more weapons, retrieve weapons and continually beat down injured undead to make it to the cliff stairs **(7)** that lead up to the lifeguard tower. A good tactic is to rush in and beat down as many walkers as you can while they are lying on the ground, and when more get up than you are comfortable with, back up and start throwing weapons. Replenish your weapons in the inventory menu and start close combat until they are all **really** dead. There's an energy drink in the nearby cabana if you need some health restored.

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USE A CARD READER TO GET TO THE LIFEGUARD TOWER.

Climb the wooden staircase up the cliff side and take the propane tank from the first landing. Carry it quickly up to the top level, throw it and quickly throw a weapon at it once it has reached a fair distance away from you but within the group of undead that are rising to their feet. The thrown weapon targets the propane tank and causes a very volatile explosion, killing or injuring most of the undead.

You must be careful with propane tank tactics. First, they are not the best things to be holding when people are shooting at you. Second, if you throw it deep into a group of zombies and you wait too long to target the tank, your auto-targeting system could quickly switch to a nearby zombie. In this case, you would have to do some fancy footwork and target select the propane once again to have another go at it. Always keep a safe distance from explosives.

Lifeguard Tower battle

The first set of small stairs on the right at the top of the cliff stairs is the card reader **(8)** you need to access in order to enter the lifeguard lower. Notice there are many undead wandering around the driveway. There is also another propane tank just inside the gate. You can use this now on the group of undead or wait until you meet the Thug in the garage. We suggest saving your Fury for the next battle—if you have any Fury saved up.

When all the skull icons on the minimap are eliminated (zombies in the area) then you should pick up all your weapons and possibly backtrack to find more to prepare for the battle with the Thug inside the garage. A new objective is reached once the area outside the lifeguard tower is cleared of undead…

GET INSIDE LIFEGUARD TOWER.

Once you have restored any lost health and have an inventory full of weapons (find a weapon chest in the narrow alley left of the lifeguard tower garage), use the card reader on the right side of the lifeguard tower garage door **(9)**. When the door opens you become witness to a Thug tearing through a dead body on the garage floor. There's also a level 2 Walker in there with him. The Walker is much faster, so you can lead him away from the Thug and deal with him first.

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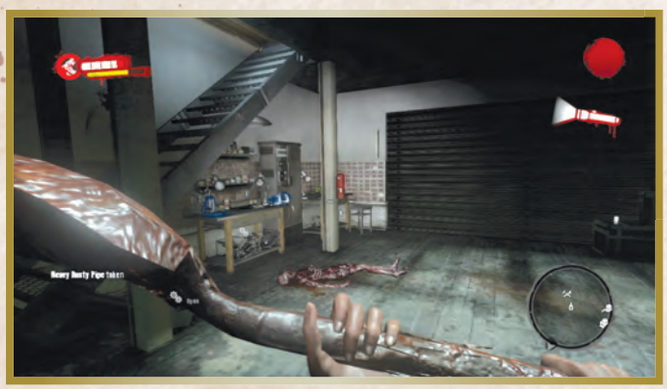
When you can focus on the Thug, begin by throwing many weapons at his head to soften him up. You can also use close attacks, but use hit and dodge tactics. He's slow, but when his slow swing connects, it will put your butt on the ground. Getting behind the beast is also a good way to avoid its punches. If you have Fury, use it. Once the giant is defeated you must clear the rest of the lifeguard tower.

Lifeguard Garage

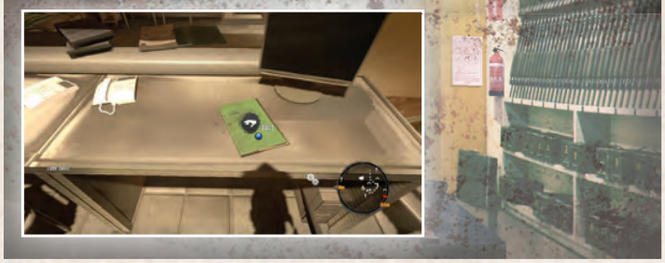
After killing the Walker and the Thug in the garage, search the area for items and health, and then use the Workbench to repair and upgrade your weapons. Notice the pilot's voice on the radio calling "Mayday." An emergency landing is going to be made north of the city in the jungle. All their engines are out.

Enter the building through the large open doorway on the right **(A)**. Defeat the Infected and the Walker in the first hallway and nearby utility room **(B)**. Catch the Walker around the left corner before she is ready to eat you. Get a jump on the two feasting male Walkers in the reception room ahead. One enemy skull icon on the minimap remains after this massacre. Before you leave the reception area, be sure to find the Fact on a nearby desktop.



BANOI HERALD EXCERPT #3

The Fact is located on a desktop in the far back reception room on the first floor of the lifeguard tower.



There are quite a few energy drinks lying around if you need health. Head back to the garage and take the stairs to the top. There is a sealed hatch above. Press the Use button on the latch until the gauge fills to open access to the rooftops.

Once up top, you see and hear the jet making its emergency landing just above your head. Next, use throw techniques to get the jump on the (now) four enemies remaining. Two are kneeling and feasting on the deck while the third scratches at the tower entrance up a small set of stairs. As soon as you attack, the fourth, an Infected, comes running around a distant corner. He becomes the biggest threat. Throw a weapon at his head as he enters a damaging throwing range to inflict the most damage. One throw is usually enough to do them in.

Clear the rest of the walking dead from view and enter the control room at the top of the stairs. A chest requiring a skill level 1 lockpick to open it sits in a tight hallway. That skill is not available until you've unlocked more skills on the skill tree. Move into the control room cautiously. Attack the dead body on the chair before it jumps on you. Take it down to reach the last objective.

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CONTACT SINAMOI USING RADIO AT THE MAIN DECK.

Well. You are at the main deck. This objective becomes active the second you kill the Walker in the room. Find the radio in the middle of the main desk near the "We're Doomed!" map. Use the radio to tell Sinamoi that the coast is clear and to end this quest.

They come screaming up through a security gate outside with a truck full of survivors. Notice behind you there is a map on the wall that will eventually fill with locations you can trip skip to. These "Fast Travel" maps appear on your maps as an icon made up of two arrows. We don't recommend using that a lot, as you level up by defeating the undead, not by avoiding them. The more you level up, the more skills you can afford.

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TO KILL TIME

REWARD
Cash

QUEST GIVER
Sinamoi

DIFFICULTY
Hard

OBJECTIVES
Talk to Sinamoi.
Help Mike and Dominic.
Talk to Sinamoi.

TALK TO SINAMOI

First take your prize for the last quest completed from the middle of Sinamoi's **(G)** chest. That didn't hurt. What you get is a certain type of Homemade Cleaver, depending on what character you chose. Sinamoi says food is a priority and to help Mike and Dominic elsewhere in the facility. You cannot progress with the Main Quest until you do a couple Sidequests: **On the Air** and **Ashes to Ashes**. These are automatically added to your Quest menu.

Feeble Homemade Cleaver taken
If help don't come soon, we're gonna have to head to town. Meantime maybe you could see if anybody here needs help.
23m

HELP MIKE AND DOMINIC

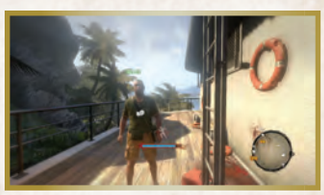
Available Subquests

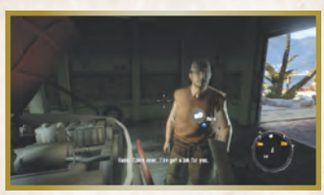
Just outside the lifeguard tower where Sinamoi is located, find Dominic **(H)** standing near a ladder that allows access to the small tower rooftop. There's nothing of interest up there. Talk to Dominic to begin the **On the Air** Sidequest.

After finding Dominic and now looking for Mike, talk to Hank **(I)** at the truck in the garage. He's got a Sidequest for you, too: **Lazarus Rising.** Repair and upgrade your weapons at the Workbench before you leave the garage.

TAKE ALL QUESTS WHEN YOU FIND THEM

You can start multiple quests at a time and manage their route marker using the Quest select list in the Map Menu. You can often solve multiple quests in newly explored areas. This lessens the amount of backtracking across the map.





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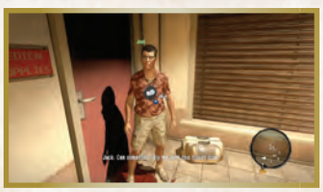
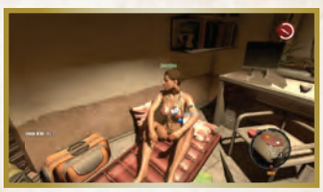
Enter the first floor of the lifeguard building and talk to Dr. Jack **(C)** at the end of the hallway. **Bloody Health Service!** is the quest he's got for you. That's a quick and easy one. Do that one right away.

Head to the reception roomand along the way take a quest from Max **(D)** near the energy drink machine (great for maxing health). Max gives you Sidequest: **Family Matters.**

Jeannine, **(F)** the bikini-clad woman sitting on a sleeping bag in the corner, wants your help as well. She gives you the **My Precious…** Sidequest. She needs you to retrieve a necklace from the bungalows.





Don't forget Steven **(E)** again. He's in the corner in green on a green leather chair. He camouflages well in his environment. He wants your help finding some people—if, that is, you didn't take his Sidequest when he offered it back at the bungalow. He offers: **The Lost.**

Not to be ignored, Wayne **(B)** is in the bathroom hallway and he'll buy or sell weapons. Check out what he's got, but don't waste your money. You'll be fine without his selection. However, if you need a particular item for a weapon Mod, then see if he carries it.

TALK TO SINAMOI

Outside the garage is where you'll find Mike. He's gathered a pile of dead bodies and wants to do the right thing and burn them. Take the **Ashes to Ashes** Sidequest now so you can get on with the Main Quest. You have to find Dominic. If you look at your Quest menu, you should have one Main Quest on hold and six active Sidequests. Dominic's is not completely active until you find him. You should have taken care of **Bloody Health Service!** before you left the building. So on your way to get gas for Mike, you complete some other Sidequests along the way. See Act I Resort Sidequests for help.

After completing Mike's and Dominic's quests, return to Sinamoi and collect your cash reward and experience points. The next Main Quest he offers is **A Piece of Cake**.

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A PIECE OF CAKE

REWARD
1500 XP, Baseball Bat

QUEST GIVER
Sinamoi

DIFFICULTY
Easy

OBJECTIVES
Talk to Sinamoi.
Search the bars for cans of food. Bring 3 cans of food to Sinamoi.
Bring food supplies to Sinamoi.

TALK TO SINAMOI.

After completing **To Kill Time**, you can talk to Sinamoi to begin this quest. Sinamoi is having radio problems, so there's a delay in the survival efforts. Meanwhile he needs your help gathering some food for the folks at his lifeguard tower **(9)**.

Sinamoi: Okay den. Don't bother with the hotel. With the power out, it's way too dangerous in there. Check the bars by the swimming pools.
Skip

SEARCH THE BARS FOR CANS OF FOOD. BRING 3 CANS OF FOOD TO SINAMOI.

He suggests you check out the bars down by the swimming pools to find 3 cans of food. This is a good opportunity to not only locate the collectibles in the beach area but to also begin the Sidequests found there. You'll find plenty of canned food for Sinamoi and Ned—the hungry guy at the Lighthouse. Look on the collectibles map and find ID Card 008; there's food there. Check out the bar bungalow with Fact 7, also in the Diamond Bungalow District. There are two cans there.

You can find tons of whisky bottles for Mike **(J)** (he's located just outside Sinamoi's control room) who'll fork over 200 XP with each delivery of five bottles. He also gives you a Molotov to boot.

BRING FOOD SUPPLIES TO SINAMOI.

Once you have collected three or more cans of food, return to Sinamoi and hand them over. He complains about the amount, but this completes the quest. Next he'll send you on a drink run. Take the Baseball Bat from Sinamoi. The next quest he gives you is **Seek 'n' Loot**.

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SEEK 'N' LOOT

REWARD

1800 XP, Cash

QUEST GIVER

Sinamoi

DIFFICULTY

Hard

OBJECTIVES

Talk to Sinamoi.

Check the two gas stations and bring 2 packs of juice.

Talk to Sinamoi.

TALK TO SINAMOI.

Talk to Sinamoi at the lifeguard tower **(9)** after delivering 3 cans of food to him to complete **Piece of Cake**. Now he needs some drinks to go with those provisions. He wants two cases of juice boxes from the island gas stations.

CHECK THE TWO GAS STATIONS AND BRING 2 PACKS OF JUICE.

Talk to Mike outside of Sinamoi's control room and hand over whatever alcohol bottles you have to trade in for XP and Molotovs. Head down to the garage repair, upgrade and possibly modify your weapons at the Workbench. Enter the pickup truck and drive to the Lighthouse Gas Station **(17)**. Spend a little time driving around the gas station running over undead to make it safer when you exit the vehicle.

Lighthouse Gas Station

Make sure to eliminate the Thug near the front door of the gas station using your vehicle. When you exit the vehicle, prepare to battle a Walker that makes its way out of the open, adjacent warehouse. A few other Walkers are expected to move in from the street to attack, even if you spent time clearing the undead beforehand.

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Take the juice boxes from the floor behind the register. There's only one case here. Collect the alcohol around the office and raid the register. Pick up the juice boxes and carry it to your vehicle. Place it in the bed of the truck. Now follow the marked route toward the Tunnel Gas Station. Aim for the undead in the road—don't swerve around them.

Crash Sidequest

You'll pass through a dark and cluttered tunnel along the way. Dodge the wrecked vehicles but try to run over as many undead as you can. The next tunnel you reach is blocked and you must follow the road to the left. However, stop here **(31)** at the tunnel and help the lady on the side of the road. This is the Sidequest **Crash.**

Your next stop along the road to the Tunnel Gas Station is a little fenced-in shop on the left **(32)**, which is currently infested with undead. Use your vehicle to run over and eliminate all the undead from the gate area and the feeding undead near the truck in the street.

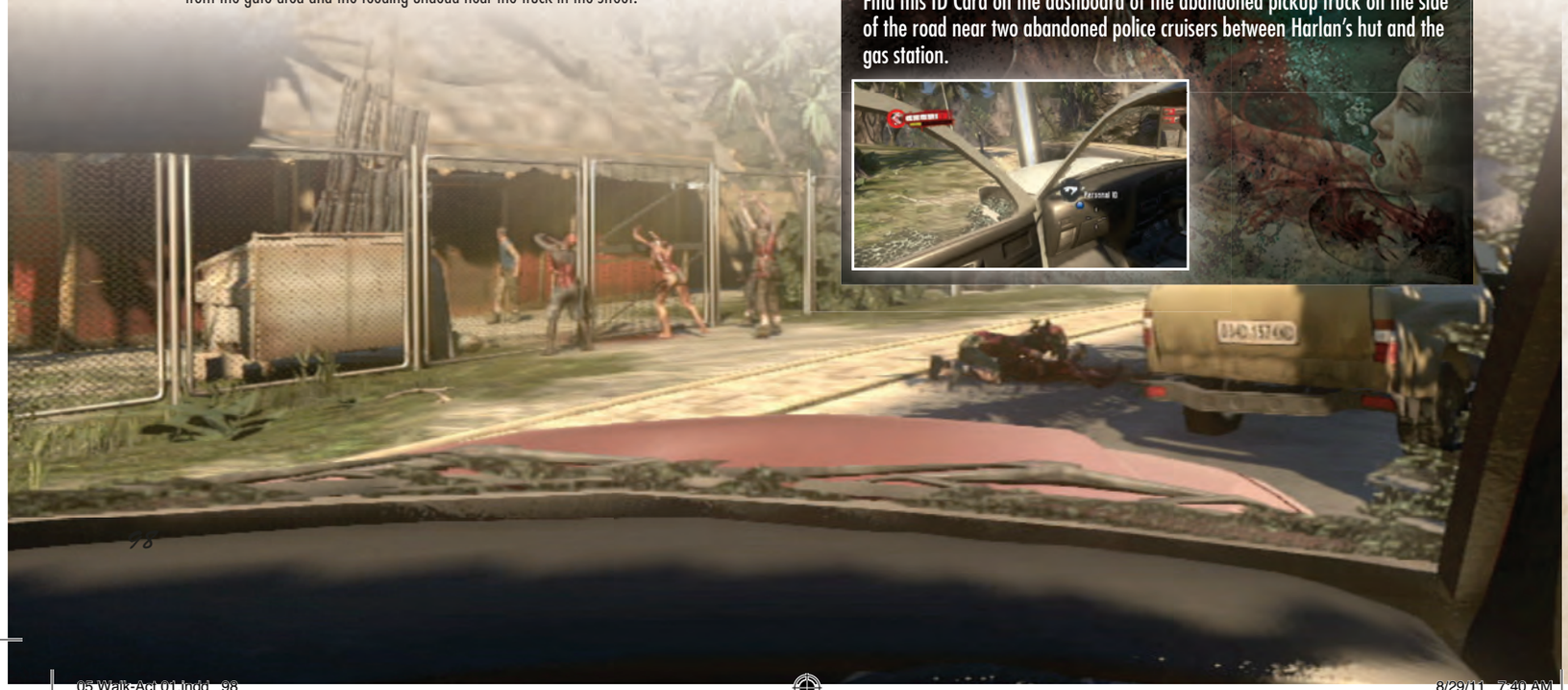
Push open the gate and speak to Harlan. This will begin the Sidequest **Make Yourself at Home.** It is very wise to take this quick job now, and then take his following job, **Fluid Necessity** as well. He needs you to go to the gas station you are headed to now for some gas. There's enough room in the truck for four items.

Looting wrecked vehicles

As you leave Harlan behind and continue to follow the minimap route down the road, look for a couple of wrecked police cars and a few other cars all in the same area on the side of the road. Stop and find an ID Card in the pickup truck on the left that has an open toolbox and a weapon chest in the bed.

ID CARD #025

Find this ID Card on the dashboard of the abandoned pickup truck on the side of the road near two abandoned police cruisers between Harlan's hut and the gas station.



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Tunnel Gas Station

When you reach the Tunnel Gas Station **(34)**, use your vehicle to run over as many of the undead as you can find hanging around. Be careful of the electrified puddle behind the gas station; you don't even want to drive through it. When on foot, you can often use it as a trap for stupid zombies if you position yourself strategically near its edges.

Waterdance

When you enter the warehouse near the pumps (which you would do if you run over the feasting undead inside) you automatically start the **Waterdance** Sidequest. In order to complete **Seek 'n' Loot** you must first complete this new Sidequest, which requires you to activate three switches to stop the power from flowing to the hazard area behind the gas station. Once that is done you can gain access to the interior of the gas station where the juice is located. Check our Act 1 Sidequests walkthrough for help with this task.

Waterdance complete

After completing **Waterdance**, you can now access the ladder beside the gas station building **(34)** that you could not reach before because of the electrified water hazard on the ground. Defeat the Thug and a Walker on the rooftop.

Kill the Walker on the rooftop and grab all the items you can found scattered around the roof. Make sure to find the Personal ID #024 in the toolbox.

ID CARD #024

Find this ID Card on the rooftop of the Tunnel Gas Station. You have to complete **Waterdance** to stop the electrical hazard that keeps you from reaching the rooftop ladder.

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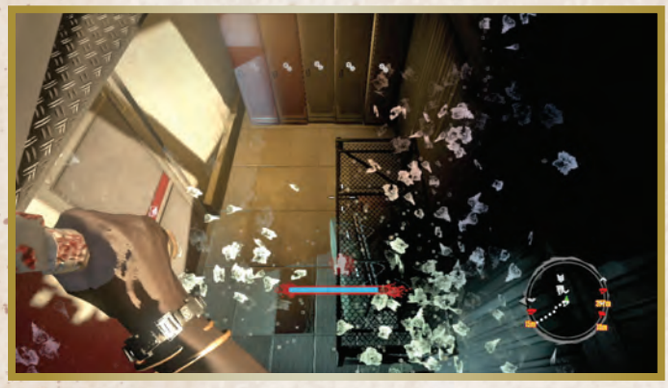
Entering the Gas Station

Once you have collected all the items you need from the rooftop, head to the lower attached rooftop that faces the warehouse **(36)** and then break the skylight to enter.

Drop into the gas station through the open skylight. Raid the lockers in the storage room and check out what the weapon chest on the floor holds. There's a **Juice Pack** on the shelf, but don't grab it yet. Open the door to exit the storage room. Use the drink machine on the left as you enter the dark gas station. Raid the register and find three **Juice Packs** on the floor behind the register counter. Take the alcohol from the shelf, as well.



Remove the blockade from the front door and make sure the coast is clear outside. You don't want to get attacked loading the truck while holding stuff in your arms. Place one more Juice Pack into the back of your truck and leave two empty spaces for two fuel canisters (to help Harlan with his Sidequest, **Fluid Necessity**).

On your way back to the Lifeguard Tower **(9)**, make sure to stop and drop off Harlan's **(32)** two fuel canisters if you're also doing his quest "Fluid Necessity." Once you arrive at the Lifeguard Tower, go ahead and park in the open garage. The delivery location for the two cases of juice is in the dark, back right corner of the garage. Look for the open hand icons near a pile of crates that is always home to an Energy Drink. Once you place the two Juice Packs in their correct positions, you'll need to head upstairs and talk to Sinamoi.

TALK TO SINAMOI.

Sinamoi is happy with your delivery and awards you 1800 XP and a Large MedKit. This ends the current chapter and begins "Chapter 2: Busy Surviving."

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Chapter 2: Busy Surviving

BORN TO BE WILD

REWARD
2100 XP, Diamonds

QUEST GIVER
Sinamoi

DIFFICULTY
Very Hard

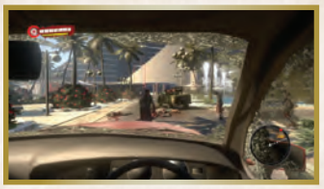
OBJECTIVES
Talk to Sinamoi.
Go to hotel parking lot.
Find the door keycard.
Get to the hotel.
Find your way to the hotel parking lot.
Find a guard named Ken.
Get some morphine for Ken.
Give Ken morphine.

TALK TO SINAMOI.

After completing **Seek 'n' Loot** where you ran all over the island for some juice boxes, talk to Sinamoi **(9)** again to begin the first quest in the second chapter, "Born to be Wild." Sinamoi needs you to get into the hotel parking facility and recover a heavy-duty truck that can be used to break through a tunnel barricade.

GO TO THE HOTEL PARKING LOT.

Follow the marked route on the minimap to the hotel. Run over as many undead as possible in the front area before you exit the vehicle. Park the vehicle around the edge of the large pool **(38)**. It would be nice if you could drive to where you're going, but you can't. Make sure to have a nice weapon selection set. You are going to battle a lot of undead, including a couple Thugs at a time before you get inside.



Follow the route to the low walkway **(39)** running along the west side of the hotel. This is where you'll start encountering undead—the ones that weren't crushed under your tires.

First you come across lying undead. Rush 'em and get 'em before they get up to fight. This wakes up a few Walkers a little farther up the path. Unleash your throw techniques and well-placed clubbings to defeat them. Collect all the goodies from their bodies, as well as your thrown weapons. Make sure to search all of the luggage around the hotel when you can. There are all sorts of items and lots of money to be found.

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Move farther down the path following the route marker and throw a Molotov on the two Thugs at your target destination. Attack them with throws if the fire doesn't finish them off. Search nearby luggage as the fire burns out.

FIND THE DOOR KEYCARD.

Find the **door keycard** in the middle of the low walkway where you fought the Thugs **(40)**.

GET TO THE HOTEL.

The door to the parking lot facility is right there where you found the card. Look on the building wall and find the red keycard reader. But before you leave, consider finishing up the Sidequests in the area.

WE SUGGEST: SIDEQUESTS!

There are a few new Sidequests in the area. We suggest doing them now. Enemies will be tough in the parking lot, so leveling up on these Sidequests is a good idea. When you're done, come back to the door **(40)** *and use the key to unlock it and enter the parking facility. You can now finish* **Toy Story** *since you are in the area of the teddy. Take care of these Sidequests:* **Gold Digger**, **Hit and Run**, **Omar Escort**, *and* **Out of Stock**.

When you are ready to enter the parking lot facility, use the key card reader and then look to the left on the door and press the Use button while "Travel to Parking Lot" is highlighted.

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HOTEL INTERIOR

You begin **(49)** in a large hallway with breakable windows to your right and a small lounge area just behind a light column where you can find an ID Card.

ID CARD #030

Find this ID Card on the sofa in the first hallway in the hotel.

A Walker is in the second glass-enclosed office to your right. You can smash the glass, just as they can, and take care of this guy. Searching all rooms similar to these leads to more good items like magnets and batteries from computers, weapon chests, big money from registers, and wall-mounted MedKits. Davis, from security, introduces himself over the intercom and guides you to him.

There are a couple of Walkers in the narrow hallway ahead. Take care of them and find the MedKit at the opposite end of the next hallway. Following the marked route, you come to a narrow corner where one Walker stands and another Walker lurks in the nearby open room. This room has a weapon chest with a Lockpick Skill Level 2 sealing it. Continue through the hallways, defeating three more Walkers. Look inside the room in the corner near where the three Walkers were. You can find Fact 16 on a desk inside.

Cafeteria

As you enter the cafeteria **(50)**, you get a screen tip telling you how to dodge. This is a great skill to apply during battles, especially when fighting Infected or Rams. This dodge works in any direction. Dodging back from a zombie after you attack it is a useful maneuver for those tough battles.

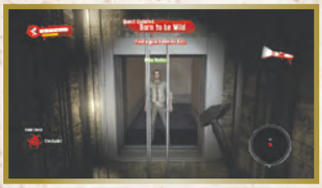
Throw weapons at the feasting Walker in the cafeteria and be prepared to take out a few more that rush into the room from the connecting hallway. If you go behind the bar, make sure to beat down the lying undead there before he jumps on you. Take the many alcohol bottles on the shelves there. There are Snacks and apples around the bar.

BANOI HERALD EXCERPT #16

This Fact is on a table in a room located just before reaching the cafeteria in the hotel

Mike Davies: Elevator Shaft

Follow the hallway from the cafeteria into an open storage room and to the open elevator shaft. Across the shaft you see Mike Davies. You can't reach him on his side of the room. He wants you to find his partner Ken. Jump down into the shaft and enter the elevator below through the open escape hatch.



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FIND A GUARD NAMED KEN.

In the first hallway on the lower floor is an ID Card on the floor beside the second dead body you reach.

ID CARD #028

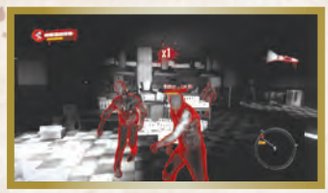
Find this ID Card next to a dead body on the floor of the first hallway you access when you jump through the elevator escape hatch after talking to Davies.

Dangerous kitchen

When you push open the double doors at the end of the hallway, you immediately see undead filling a massive kitchen **(51)**. Use your flashlight wisely, as this is a big, dark area. Use throw techniques and don't be too proud to run to cover if you become overwhelmed by undead. In this kitchen, you can find lots of great items, including **Brand Champagne** bottles in refrigerators. These are given to Svetlana in **Time for Booze**.

Travel through the kitchen cautiously, taking out undead when you see them so they don't all gang up on you if you gather them by moving too quickly through the entire area.

While in the kitchen area, if you move in an opposite direction of the map route you can find a south hallway that leads to a meat refrigerator room. Here you can defeat a Walker and find an ID Card on a dead body in the middle of the floor.



ID CARD #027

Find this ID Card next to a dead body in the middle of the meat refrigerator room off of the hotel kitchen.

BANOI HERALD EXCERPT #15

This fact is located on a luggage cart in the small room to the right as you leave the kitchen and enter the dark steam hallways.

Follow the minimap route through a back kitchen room and through a hallway where a Walker jumps out at you from the left corner **(52)**. Defeat it and then use throw techniques to take out the next two farther down the narrow hallway. You reach a steam-filled, narrower passage as you leave the red-lit hallway. Use a thrown weapon to take out the Infected that rushes you from the other end.

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Steam-filled Hallway

The red-lit steam hall turns into a more white-steam-filled passage. Here, two Infected run at you from the opposite end. Use throws to take them out before they reach you. Next you reach a very small pump room with a Workbench. Use the Workbench, then open the next door and enter the indoor pool.

Indoor Pool

Begin throwing and retrieving weapons from the many undead in the pool area. Keep moving so they don't overpower you. Consider using Fury in this location. Jump in the pool to slow the zombies' pursuit.

Shower Rooms

Continue to follow the route out of the interior pool area and you'll reach multiple shower rooms with undead stumbling around.

ID CARD #029

Find this ID Card on a shelf in a small hall that connects the first shower room with a bathroom and a locker room.

Continue past the ID Card and enter the locker room. Defeat the three Walkers inside and continue following the route on the minimap to a nice office area. Find two weapon chests behind a glass wall at the end of the hallway. One requires a Lockpick Skill Level 1.

Two-Level Hotel Office Area: First Floor

Defeat the Walker near the first floor fountain and then work your way up the stairs slowly **(53)**. Expect many undead to come down the stairs and attack. Use throw techniques as they wander down the stairs.

Second Level Hotel Office Area: Second Floor

Defeat the Walkers on the second floor (a network of narrow walkways with an open view to the first floor). Visit the bar area to raid the register and use the drink machine to refill lost health. There's also Brand Champagne located here.

Follow the route on the minimap to a door at the end of the second floor lounge area. Break down the door to reach an office **(54)**. In the back copy room in this office you can find the security guard, Ken, on the floor. He's in bad shape. He needs morphine.

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GET SOME MORPHINE FOR KEN.

Thug Battle in Medical Room.

Open the door near the copy room and continue into the hotel office area clearing undead along the way. These three undead here are aggressive, but if you avoid using Fury, you'll thank us in a minute. Through the next door is a small office with an attached medical room. In the medical room is a Thug and two Walkers. Use Fury now or start throwing, avoiding, picking up weapons and throwing again. Or, use a gun and aim for headshots.

When the Thug and other Walkers are dead, enter the medical room and take the **morphine** from the gurney. You can also raid the rest of the room for good items including a Fact.

BANOI HERALD EXCERPT 13

Find this collectible on a corner desk in the medical room where you find the morphine for Ken in the hotel.

Backtrack, following the minimap route to Ken and give him the morphine. It eases the pain and he passes on.

GET TO THE SECURITY ROOM.

Follow the route to the previous hallway and enter the now-passable double doors you saw earlier. Yes, there are undead behind the doors. Take care of them quickly while moving through the office areas **(55)** eliminating the large group of Walkers (some wandering the hallway and some in the glass-enclosed offices).

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TAPE #03 CHAOS IN THE STREETS

The third hidden tape recording is located on the small table in the upper floor hotel office hallway found just after Ken dies after giving him morphine. The tape is on a table near a window at the opposite side of the lounge from the coffee counter.

When the hallways and offices are clear, head back to the first office in this area to find the Fact on the shelf just inside the doorway in the left corner.

BANOI HERALD EXCERPT #14

This Fact is on a shelf in the first office in the upper floor office and lounge area where you also find the third tape recording.

Continue following the route on the minimap beyond the lounge coffee bar (raid the register for cash) and defeat the two Walkers **(56)** that come running at you. At the end of the hallway you'll encounter two Walkers walking through a glass wall to get to you. Defeat them and check out the weapon chest in the room they came from. You need a Lockpick Skill Level 2 to open it.

The hallway in this same area will test your skills as one Infected comes running at you, and after defeating him and moving forward, two more Walkers appear out of the fog as you defeat one after the other. To the left, you can see undead scratching and clawing at the windows of a server room.

At the end of this hallway you can push through some doors and find a torn-up lobby area with a working energy drink machine. You can see Davies in the security room ahead. Use the Workbench if you need to, then go visit Davies. Davies tells you to reboot the computers in the server room to get the cameras back online. Take batteries and magnets from his computers and find the MedKit on the wall in this room before you leave.

Some of the security cams are deactivated and some of the key corridors have been blocked – including the one to the parking garage.
Skip

GET TO THE SERVER ROOM.

Follow the route on the minimap to a nearby door with a green-lit keycard reader. Open the door to find the first computer that needs rebooting on your right. But before you deal with that, defeat the Walkers and Thug in the next room. Use Fury to take them out quickly. Notice the different red flags on the minimap: these represent all the computers you need to reboot.

Begin rebooting the computer in the first room and then the one found where the Thug was located. There's also a **Molotov Mod** located on the floor in the Thug's room. There's an ID Card on the desk with the computer in the first room reached before the Thug's room.

MOLOTOV MOD

Find the Molotov Mod from the floor in the Hotel Parking Lot room where you reboot the second computer for Davies in **Born to be Wild**. Clear the room of the Walkers and Thug.

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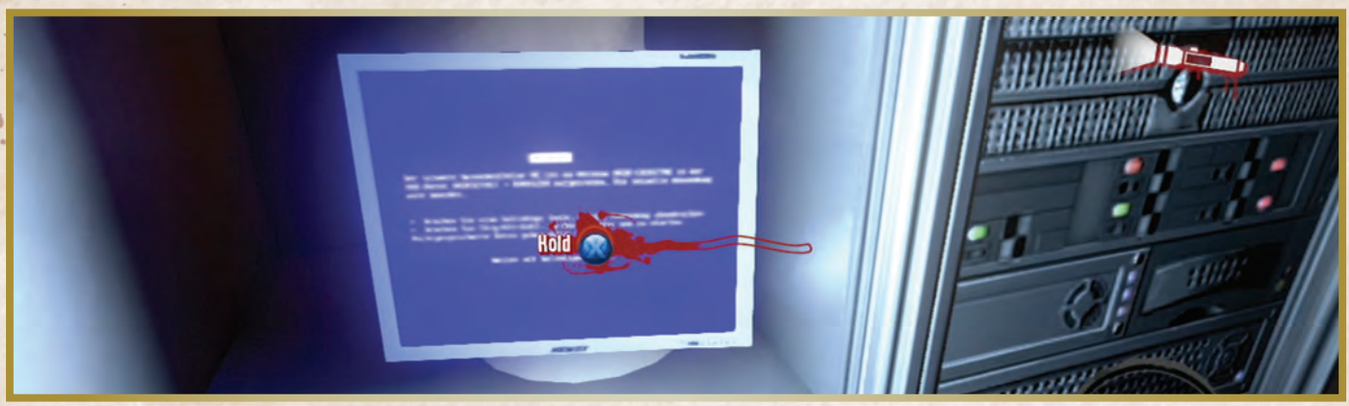
Follow the blips on the minimap to find the computers that need rebooting. After rebooting the first two computers, follow the marks to the large server room with multiple undead inside. Move around the room, defeating undead first, before rebooting the two computers in the room **(57)**.

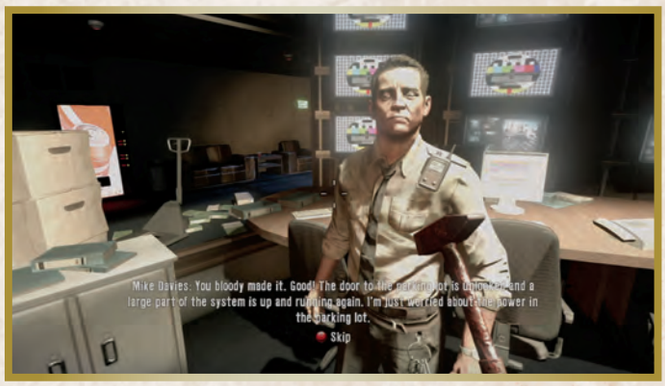
ID CARD #026

Find this ID Card on the first computer desk during the task Davies gives you to get the security cameras back online.



GET BACK TO THE SECURITY ROOM.

With the four computers back online, follow the route on the minimap back to Mike in the security room. He congratulates you on completing the job and tells you the door to the parking lot is unlocked and a large part of the system is up and running again.


Mike Davies: You bloody made it. Good! The door to the parking lot is unlocked and a large part of the system is up and running again. I'm just worried about the power in the parking lot.
Skip

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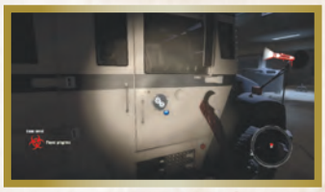
FIND THE TRUCK.

Follow the route marker out of the security room and to a stairwell. If you take the stairs up, you can defeat a Walker and raid a weapon chest. Take the stairs downward to follow the route to the parking garage.

There are many Walkers and a Thug in the parking garage **(58)**, but there's also a lot of room to move around to use dodge and retreat tactics to clear the room safely. There's a weapon chest with a Sickle in it between support beams and another in a large side nook that also contains a Sickle of a higher level. Take what you need and retrieve your weapons. Enter the large truck (following the route on the minimap) and watch the cutscene as you pull out of the parking garage in your new armored vehicle.



Back Outside At the Hotel Garage Exit

You continue the quest standing outside the armored vehicle at the hotel garage exit **(59)**. Quickly reenter the vehicle before you are overrun by the Infected and Walkers that suddenly find you

DRIVE THE TRUCK TO SINAMOI.

Run over all the undead in the road on your way back to the lifeguard tower **(9)**. You'll notice this truck has a tighter turning radius than the previous vehicles you've driven, making some of those tighter turns much easier to navigate.

Use the Workbench in the lifeguard garage and then head to the second floor to Sinamoi in the tower. Talk to him to complete this mission. You collect 2100 XP and receive an incendiary grenade from him. This ends chapter 2.

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Chapter 3: Wheels of Steel

BLACK HAWK DOWN

REWARD
2400 XP, Shock Mod

QUEST GIVER
Sinamoi

DIFFICULTY
Medium

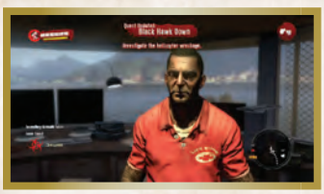
OBJECTIVES
Talk to Sinamoi.
Investigate the helicopter wreckage.
Check helicopter crash site for survivors.
Get Nikolai safely to the hideout.
Return to Sinamoi.

TALK TO SINAMOI.

Talk to Sinamoi at the lifeguard tower **(9)** after getting the armored truck in **Born to be Wild**. He mentions hearing over the radio something about a chopper going down in the area. He wants you to check it out.

The new armored truck is unusable right now, so take the pickup truck from the garage area to get as close to your next destination as you can. You take the truck as far as the Lighthouse parking lot **(15)** and then jump out of the truck and jump the guardrail to head down the path that leads to the HELP sign **(26)**.

Follow the route on the minimap directly and you'll take a bit of a shortcut over a berm to reach the path that leads to the beach where you will find the helicopter crash **(60)**. Just beyond the locked bunker **(61)**, your team spots a Suicider in a cutscene. These undead are bloated with infectious gasses and explode when attacked. They also self-destruct when they get near you. Attack these from a distance using thrown weapons or gunfire. You should always time your attack when other undead are around the Suicider so the explosion will take out more enemies. You always know when a Suicider is near when you hear their moans: "Help me…help me."



Crash Site

Talk to Nikolai at the crashed helicopter site **(60)**. Before he crashed he saw the bunker **(61)** by the beach. He feels this is a good place to hide from the undead in the area.

GET NIKOLAI SAFELY TO THE HIDEOUT.

Follow Nikolai as he heads back to the bunker you passed on your way to the crash site. Along the way, undead attack you two. They focus on Nikolai, which makes it easier on you, but make sure he doesn't get killed or you'll have to restart from the last checkpoint.

If you need a weapon, checkout the weapon chest where Nikolai stood. Your first stop is at a ledge where undead can be seen gathering. You are too high up for them to reach you. A good way to easily take them all out so you can safely jump down is to use a Molotov or two, or try that incendiary grenade you just got from Sinamoi. Once the coast is clear, jump down to their level and collect money and items from their dead bodies.

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When you reach the beach bungalow area, four Infected come running down the hill on a sandy trail. Use thrown weapons to take them out quickly. Again, they are heading for your buddy Nikolai, so make sure he stays alive. Follow Nikolai into the nearby bunker **(61)**, which will now be unlocked.

Not only will you find an ID Card in the bunker, but you can also find and use the Workbench, find weapon chests and a Fast Travel map. The sewer hole in the corner is a warp portal to another bunker to the north **(62)**. Enter the portal in the floor to find another weapon chest on a cot and some water bottles in the northern bunker. Open the next door to discover another room with another Workbench and weapon chest. Climb the ladder in this room to reach the bunker lookout tower where you can find a Fact on a metal desk.

ID CARD #007

Find this ID Card on a stack of crates in the bunker Nikolai unlocks when you follow him from the crash site in **Black Hawk Down**.

BANOI HERALD EXCERPT #09

Find this Fact on a desk in the bunker lookout tower. Nikolai opens the first bunker in **Black Hawk Down**. To reach this lookout room, take the warp portal in the bunker (61) then open the door in the northern bunker you warped to, and reveal another workbench chamber. Climb the ladder in this room to reach the lookout tower where the Fact is located.

RETURN TO SINAMOI.

Talk to Nikolai and he'll reward you with a machete. Take it from his chest. Allow Nikolai to move into his new position on the other side of the room and then talk to him again to begin his Sidequest **A Voice from Above the Sky**. This cannot be continued until you find a cell phone from Sergei at his restaurant in Moresby City.

Consider using the Fast Travel map in the bunker to whisk you to the lifeguard tower **(9)** to wrap up this mission. Talk to Sinamoi to receive the **Shock Mod**. Speak to him again to begin **Misery Wagon.** Head to the Workbench and see which weapons you currently carry can be modified with this new feature.

SHOCK MOD

You receive the Shock Mod from Sinamoi after completing **Black Hawk Down**.

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MISERY WAGON

REWARD
2700 XP

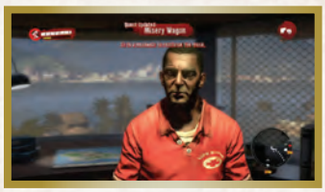
QUEST GIVER
Sinamoi

DIFFICULTY
Medium

OBJECTIVES
Talk to Sinamoi.
Go to the mechanic to reinforce the truck.
Clear the workshop of any infected.

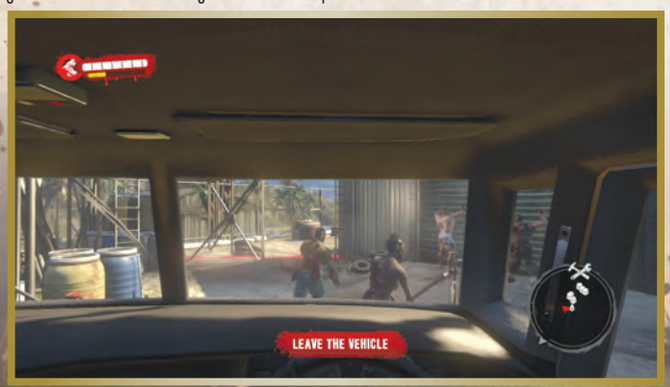
TALK TO SINAMOI

Talk to Sinamoi in the lifeguard tower **(9)** after completing Black Hawk Down to begin this new quest. Sinamoi wants to turn the truck into a tank. He wants you to take it to the mechanic so he can reinforce it to make it unstoppable.



GO TO THE MECHANIC TO REINFORCE THE TRUCK.

The armored truck is available outside the lifeguard tower garage. Get in it and drive it to the mechanic across the map **(63)**. Do not avoid hitting the undead along the way—in fact, aim for them. When you reach the mechanic's Marine Workshop, you'll see a group of undead trying to get into the warehouse through the closed roll-up door.



CLEAR THE WORKSHOP OF ANY INFECTED.

You receive a message to leave the vehicle, but don't do so until you have thoroughly run over every zombie in the area. Back up and gun it forward multiple times until you've run over all of them. With that done, exit the vehicle and the mechanic will open the roll-up door. The first to greet you is Jin, the mechanic's daughter.

ONLY THE STRONG SURVIVE

REWARD	OBJECTIVES
3400 XP	Talk to the mechanic.
QUEST GIVER	Go outside the workshop.
Earl	Protect the workshop while the mechanic works.
DIFFICULTY	Stay alert until mechanic finishes his work.
Hard	Talk to the mechanic.

TALK TO THE MECHANIC

After delivering the truck to the mechanic **(63)**, his daughter Jin lets you into the warehouse. This automatically starts this mission. Talk to Earl. He's been bitten and has one more night before he becomes one of the infected. In the meantime he wants to help for his daughter's sake.

GO OUTSIDE THE WORKSHOP.

Before you leave the Marine Workshop (which, when you do, will be a multi-stage survival challenge), use the Workbench to repair and upgrade all your good weapons. Make sure you have a nice long blade or Sickle on you; it'll really help with this challenge.

PROTECT THE WORKSHOP WHILE THE MECHANIC WORKS

When you do decide to begin the survivor challenge, run outside and head around the left side of the warehouse and make a beeline for the ladder **(64)** to the rooftop. The small rooftop carport is the perfect place to survive every stage of the survival challenge.

Soon, a couple of red markers appear on the minimap. These are the enemies heading your way. If the enemies don't see you on the carport rooftop, then jump up to the Marine Workshop rooftop and move toward the front of the building. As soon as the Infected come running, quickly head back to the smaller roof and crouch over the east edge where the Infected use a crate to jump up on the rooftop to get to you. When they do this, lop their heads off as they crest the roofline.

STAY ALERT UNTIL THE MECHANIC FINISHES HIS WORK.

While camping on the rooftop above the crate, the next wave of attacks often get stopped behind the gate on the east side of the yard. To make the Infected find a new route, head to the front of the Marine Workshop rooftop. As soon as you see them running toward the front gate, return to the camping spot and lop off their heads. Repeat this with each stage. The final stage unleashes a large group of Infected, which will require you to lop heads continually for a few moments. Make sure you don't miss! You don't want them reaching the rooftop and knocking you down to the rest of the zombies.

TALK TO THE MECHANIC

Before you talk to the mechanic **(63)**, there are a couple nearby collectibles you should get. They're on top of and inside of the building to the west of the mechanic's workshop.

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BANOI HERALD EXCERPT #10

This Fact is on the Workbench in the warehouse next to the Marine's workshop. A good time to get this is while playing **Only the Strong Survive**. Defeat the Walkers and the Suicider inside.

Head back to the workshop and talk to Earl, the mechanic **(63)**. He tells you he's done and a cutscene shows a completely tricked-out armored vehicle. Earl places Jin's well-being in your hands. He's turning, and he does not want to hurt her.

ID CARD #016

Defeat the Suicider and Walker behind the warehouse adjacent to the mechanic's workshop. Climb the ladder to the rooftop and find this ID Card in some open luggage.

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ON THE ROAD

REWARD
NA

QUEST GIVER
Jin

DIFFICULTY
Very Easy

OBJECTIVES
Investigate the church.
Travel outside the resort to find food, medicine and weapons.
Investigate the church.

INVESTIGATE THE CHURCH

After speaking to the mechanic **(63)** the last time in **Only the Strong Survive**, this quest automatically begins. If you approach Jin near the truck, you'll notice the toolbox she's got open on her chest. You can now dump extra items on her that you're not using. A good use for this is if you are holding many items you cannot use yet because of your low level. Have her store them and pick them up later when you are at that level or greater.

Talk to her and you'll see her moxy. She's ready to go help people in need. She suggests the church is the best place to hit first.

TRAVEL OUTSIDE THE RESORT TO FIND FOOD, MEDICINE AND WEAPONS.

Get in the driver's seat and Jin will join you. You thought the view was a little obstructed before? See how you do now that you have louvered window armor. Peer through the slats and follow the minimap route to the distant, blocked tunnel **(37)** near Tunnel Gas Station. It's a long haul. Squish some zombies.

Stop in the red marker inside the dark tunnel and Act 1 will be complete. This quest officially ends when you regain control in the church's parking lot with Jin in the City of Moresby.

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ACT I: SIDEQUESTS

ON THE AIR

REWARD

1000 XP, Hammer

QUEST GIVER

Dominic

DIFFICULTY

Medium

OBJECTIVES

Go to the Lighthouse and bring back a signal amplifier.

Find a way to get inside the Lighthouse warehouse.

Take signal amplifier.

Get back to Dominic and give him a signal amplifier.

GO TO THE LIGHTHOUSE AND BRING BACK A SIGNAL AMPLIFIER

Just outside the lifeguard tower **(9)** on the upper deck of the facility you'll find Dominic standing near a ladder—which allows access to the small tower rooftop. Talk to Dominic to begin the **On the Air** Sidequest.

FIND A WAY TO GET INSIDE THE LIGHTHOUSE WAREHOUSE.

To get into the Lighthouse warehouse room you must first complete the Sidequest, **A Ray of Hope**.The last stage of this quest unlocks the Darvin-guarded door.

TAKE THE SIGNAL AMPLIFIER

Once **A Ray of Hope** is completed, enter the Lighthouse utility room where a Workbench and various weapons and items are also located and take the **Signal Amplifier** from the back shelf.

GET BACK TO DOMINIC AND GIVE HIM A SIGNAL AMPLIFIER.

Dominic, if you remember, is on the upper deck of the lifeguard tower **(9)**. Talk to him now and he'll be excited to learn of your accomplishment. Take your prize Hammer from him. If you have completed both Mike's and Dominic's quests, you can now square up **To Kill Time** with Sinamoi in the tower beside Dominic.

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LAZARUS RISING

REWARD
300 XP, Truck

OBJECTIVES
Find 4 parts from nearby cars.

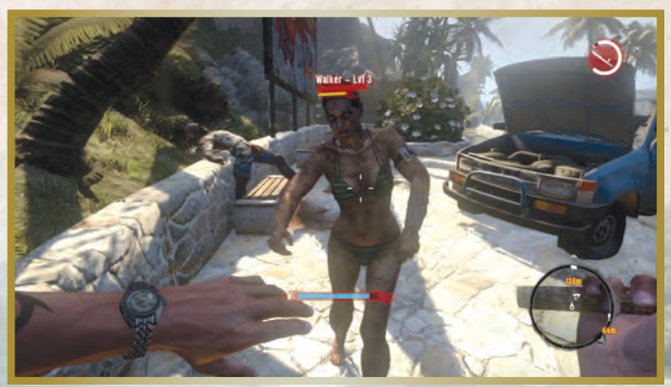
QUEST GIVER
Hank

DIFFICULTY
Very Easy

FIND 4 PARTS FROM NEARBY CARS

Talk to Hank at the truck in the lifeguard tower garage **(9)**. He's got a Sidequest for you, too: **Lazarus Rising.** Repair and upgrade your weapons at the Workbench before you leave the garage. Just outside the main gate is a wrecked pickup truck. Investigate the engine and take the engine part by holding the Use button until the red gauge fills.

Defeat the two Walkers hanging around the next wrecked vehicle (a blue pickup) just beyond the first set of stairs to the bungalows to the left. Take the engine part.



Continue up the road to the wrecked red pickup. A couple bodies lie nearby on the road and sidewalk. Take them out before they get up and then take the engine part from the red truck. That's three.

The next nearest wreck is up and around a curve where you will find a Walker rising from the ground near a truck with a propane tank in it **(12)**. Throw something at the Walker before he attacks. You can take the tank and throw it at the next Walker lying up against the car in front of the truck. Take him out and then take the fourth engine part. The hard part is done. Next time you are back at the lifeguard tower, talk to Hank **(9)** to complete the quest and receive XP and a working vehicle before too long.

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BLOODY HEALTH SERVICE!

REWARD

500 XP, Cash

QUEST GIVER

Jack

DIFFICULTY

Easy

OBJECTIVES

Help Jack break down the door to the infirmary.

Clear the undead out of the infirmary.

Talk to Jack.

HELP JACK BREAK DOWN THE DOOR TO THE INFIRMARY.

Talk to Dr. Jack standing near the locked infirmary door at the end of the hallway in the lifeguard tower **(9)**. This quest becomes available once you clear the facility of undead.

Break down the door behind Jack by playing the quick door-break-in challenge. Turn on your flashlight before breaking the door in and then prepare to eliminate the two undead inside the infirmary. Start by throwing weapons at the first undead as soon as you enter. The second zombie is around the left corner. Take him out with close combat techniques. Pick up the **Painkillers** from the desk along the left wall, then head back and talk to Jack to complete the quest. You'll need these for a Sidequest starting at the Lighthouse shortly.

If along the way up to the Lighthouse you stop at the ambulance (pickup) wrecked in the street **(13)** near the Golden Bungalows, you can find Bandages in the bed of the truck. This will keep you from backtracking for this item.

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FAMILY MATTERS

REWARD

700 XP, Heavy Brass Knuckles

QUEST GIVER

Max

DIFFICULTY

Medium

OBJECTIVES

Look for Kelly's husband, a concierge named William, at the Diamond Bungalows.

Return to Max and Kelly with good news.

LOOK FOR KELLY'S HUSBAND, A CONCIERGE NAMED WILLIAM, AT THE DIAMOND BUNGALOWS.

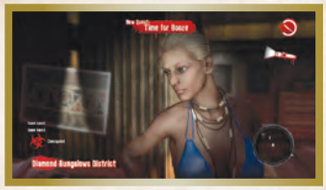
Pick up this quest from Max who stands just outside the reception room in the lifeguard tower facility's **(9)** first floor office areas.

This quest takes you to the distant Diamond Bungalow District out on the northeastern shoreline. It's good to work on this mission as you start exploring that area when working on Lighthouse quests. While heading out that way you can find more Subquests and find many collectibles. Canned food used in two different Subquests can be found in abundance out that way—in the gazebo bars. When this quest is selected in the Quest menu, the route on the minimap will take you to the most distant bungalow **(28)**.

Along the way, expect light resistance on the boardwalks, but you will run into the occasional Thug. Use throw techniques along this narrow pathway.

As you follow the indicated route to the distant bungalow at the end of the boardwalk, the route takes you on a detour where it wants you to wade through water to reach the next bungalow's deck ladder. There's no need to go through this detour; you can simply jump over the barricade in the boardwalk made up of furniture, luggage and crates.

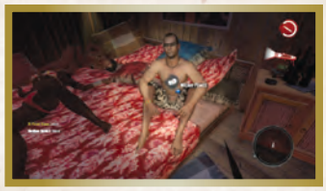
Once inside the last bungalow **(28),** you can talk to Svetlana to begin the **Time for Booze** Continuous Event. Feed her Champagne bottles when you find them to receive 100 XP and Diamonds. Champagne bottles will be found mostly in the hotel's kitchen during **Born to Be Wild**.



BANOI HERALD EXCERPT #8

Find this collectible on the shelf inside the farthest bungalow on the Diamond Bungalow District's northern boardwalk. The Fact is on a shelf in the living room along the right wall.

Open the bedroom doors and talk to William Powell, the concierge you are looking for. He seems pretty comfortable without Kelly back at the lifeguard tower. After speaking with him you discover they don't have the greatest marriage as he wishes for you to tell Kelly that he is dead. Take the hush money from his chest.



RETURN TO MAX AND KELLY WITH THE GOOD NEWS.

The next time you are at the lifeguard tower, talk to Max to complete this quest. If you are headed there now, make sure to find the other beach Sidequests and check out the collectibles map to find all the hidden stuff in the area. Max believes the lie and rewards you with XP and Brass Knuckles.

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MY PRECIOUS...

REWARD

500 XP, Slicer

QUEST GIVER

Jeannine

DIFFICULTY

Easy

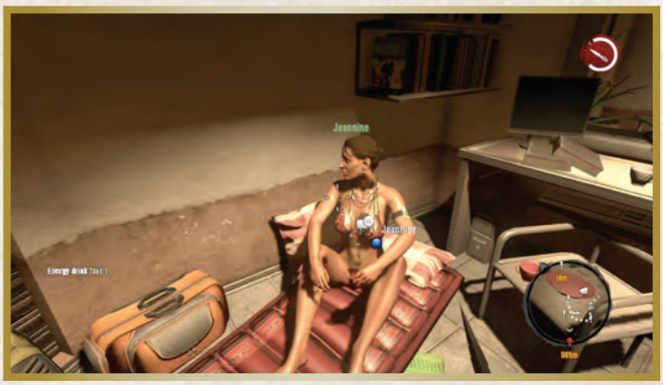
OBJECTIVES

Retrieve Jeannine's necklace from bungalow 6 in the Silver Bungalows District.

Bring necklace to Jeannine.

RETRIEVE JEANNINE'S NECKLACE FROM BUNGALOW 6 IN THE SILVER BUNGALOWS DISTRICT.

Jeannine, the bikini-clad woman sitting on a sleeping bag in the corner of the reception room in the lifeguard tower **(9),** wants your help. She gives you the **My Precious...** Sidequest. She needs you to retrieve a necklace from the bungalows.



On your way to the bungalow from the lifeguard tower you may not be driving a vehicle so you'll have to battle the undead in the street. Use the few propane tanks near the vehicles to take out the larger groups of street Walkers **(13)**.

Before you can reach the necklace in bungalow 6 **(14),** you must back a pickup truck out of the living room. Pick up the Sidequest "Bloody Valentine" while doing so. Find the **Necklace** on a bookshelf in the bedroom.

Now return the necklace to Jeannine the next time you are at the lifeguard tower **(9)** to collect your reward.

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THE LOST

REWARD

300 XP, Kitchen Knife

QUEST GIVER

Steven

DIFFICULTY

Easy

OBJECTIVES

Find Maggie.

Notify Steven about Maggie's location.

FIND MAGGIE.

Talk to Steven in the first bungalow at the beginning of the game or later when he is in the lifeguard tower **(9)** reception room. He wants your help finding Maggie and other friends.

When you reach the Lighthouse **(15)** (taking Jessica there in **Bloody Valentine** and then following Colin inside during **Knockin' On Heaven's Door**. You can find Maggie safe and sound on the floor in the back corner of the blue-lit room. Talk to her to progress the objectives.

NOTIFIY STEVEN ABOUT MAGGIE'S LOCATION.

The next time you visit the lifeguard tower, speak to Steven to let him know you found Maggie alive. This completes this Sidequest.

05 Walk-Act 01.indd 121 8/29/11 7:43 AM

ASHES TO ASHES

REWARD

500 XP, Molotov

QUEST GIVER

Mike

DIFFICULTY

Very Hard

OBJECTIVES

Bring fuel from the gas station to burn the bodies.

Turn on the gas pumps.

Fill the fuel canisters with gasoline.

Bring a gas can to Mike.

Talk to Mike.

BRING FUEL FROM THE GAS STATION TO BURN THE BODIES.

Outside the lifeguard tower garage **(9)** is where you'll find Mike. He's near the edge of the overlook near a pile of dead bodies. He wants to do the right thing and help him burn the bodies before things get real ugly. Take the **Ashes to Ashes** Sidequest.

Many other Sidequests naturally lead you to the Lighthouse **(15)**, so when you are ready to leave the Lighthouse, the next closest task is the job at Lighthouse Gas Station **(17)**. Use the truck from the Lighthouse and run down zombies along the way. Spend some time running over undead that loiter around the gas station. Park near the pumps and exit your vehicle.

Talk to the man inside the gas station through the boarded window to the right of the locked front doors. He'll soon unlock the doors so you can enter.

Inside the gas station you can find many tools used for weapons on a pegboard on the left, as well as healing items and a weapon chest. Also on this side of the room are empty gas canisters you need for this quest.

Speak to Dan Mark, the older man who probably runs the joint; he's blocking the entrance to the room behind the register counter. He says the power's out and the generator is in the blocked warehouse next door. Once the power is on he says you can fill the canisters at the pumps.

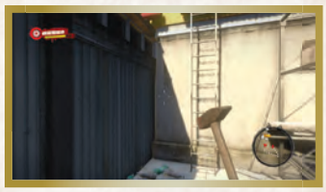
ID CARD #014

Dan Mark is blocking the entrance to the register booth, but you can break the last window next to the left wall and jump into the room instead of waiting until he moves. Find an ID Card on the counter next to the register. Grab the canned food and alcohol while you're in there. You can also grab the ID Card through the window without entering this room.

TURN ON THE GAS PUMPS.

Head out the back door to the right of Dan. Defeat the lying Walker using thrown weapons. Climb the ladder in the same yard to the left of the gas station back door. Climb to the rooftop. Access the warehouse rooftop **(18)** to the left by dropping down the small gap between adjacent roofs.

Take the Wrench and Energy Drink from the toolbox on the rooftop near an open skylight. Turn on a flashlight and drop down into the warehouse through the open skylight. Try to drop on the barrel stack below to keep you at a higher level than the enemy. There's an agitated Thug inside the warehouse.



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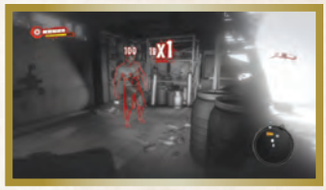
Use throwing tactics to keep him at a distance while fighting him. The noise of the battle draws another Walker within the dark warehouse to the fight. Make this new arrival your prime target if you are still working on the Thug. Consider using Fury if you can.

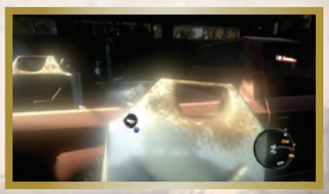


Raid the many weapon chests in the warehouse and remove the barriers from the blocked doorways. As you reach the front warehouse doors you'll encounter another Walker. Take him out and unblock the "Blockade" on the front warehouse doors. Turn on the power at the power unit to the left of the warehouse main doors.

FILL THE FUEL CANISTERS WITH GASOLINE.

To the right of the parked pickup in the warehouse are a couple empty canisters. Pick these up and place them in the indicated spots in the bed of the pickup. Don't throw them in the back of the truck; instead, find one of four hand icon spots in the bed and press the Use button to place each canister in a specific spot. Otherwise, the canisters will not remain in the truck when driving. You only need one canister but it never hurts to be safe.

Drive out of the warehouse and park the car near the pumps. Clear any nearby undead before the next task. Take the canisters from the back of the truck and place them next to the first pump on the left as you face away from the gas station building. Place a canister in the hand icon beside the pump and then activate the pump by holding the Use button to fill up the red meter. Do this with two canisters and then place them back in the truck bed. Again, only one is necessary, but you never know what might happen to one.



BRING A GAS CAN TO MIKE.

Drive back to the lifeguard tower and park just inside the gate. Take a canister of fuel out of the truck bed and carry it to Mike near the pile of dead. Find the hand icon near Mike's feet and place the canister in that spot using the Use button.

TALK TO MIKE.

After placing the gas canister at Mike's feet, talk to him to complete the quest. You can now find Mike on the upper deck to the right of the tower. You can collect your Molotov prize there. He has a Continuous Event you can start from that location. If you bring him alcohol, he'll make Molotovs for you.

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BLOODY VALANTINE

REWARD

700 XP.
Homemade Double Blade

QUEST GIVER

Roger Nelson

DIFFICULTY

Easy

OBJECTIVES

Drive Jessica to the Lighthouse.
Talk to Jessica.

DRIVE JESSICA TO THE LIGHTHOUSE.

This job is often found when you are in search of the same bungalow 6 in the Silver Bungalow district looking for a necklace in the Sidequest: **My Precious…**. You find a pickup truck has driven through a wall of a bungalow **(14)** and has trapped some people inside. Or they left it because it makes a good barricade to keep out the undead. If this is your first time driving in the game, you'll quickly discover you are not in the U.S. Slide over to the right side of the car to drive. You can do this while in the front seat. While on the passenger side, you can shoot out of the car through the windshield.

Talk to Jessica Nelson inside the living room. She says her husband is bleeding to death in the bathroom. Accept and then talk to Roger Nelson on the bathroom floor. He stopped to help some man in need that turned out to be undead. He bit him and he doesn't have long now until he becomes undead himself. He wants you to take Jessica to the Lighthouse (not the lifeguard tower).

Find lots of water and other goodies in the bungalow. Make sure to take the **Necklace** from the bedroom bookshelf for Jeannine—My Precious…

Get in the truck outside and allow Jessica to enter. Drive her to the Lighthouse **(15)** and stop in the red marker within the gates to complete the mission. Driving over zombies is an easy and safe way to take them out. Do it as much as possible. When you reach the Lighthouse, Subquest **Knockin' on Heaven's Door** begins.

TALK TO JESSICA.

Talk to Jessica (who stands just outside the truck) to complete the mission and receive your prize XP points and a new weapon. Take it or leave it. It may or may not be any better than some nice weapons you found already.

KNOCKIN ON HEAVEN'S DOOR

REWARD
500 XP, Cash

QUEST GIVER
James Stein

DIFFICULTY
Hard

OBJECTIVES
Talk to Lighthouse guard.
Follow Colin.
Talk to James at the top of the Lighthouse.
Help the people around the Lighthouse.
Talk to James.

TALK TO LIGHTHOUSE GUARD.

After dropping Jessica off at the Lighthouse entrance **(15)**, turn toward the entrance and talk to the guard, Colin Kugler. Follow him into the Lighthouse.

FOLLOW COLIN.

As you enter the Lighthouse for the first time you pass by Ned **(K)** in the hallway who will soon be a quest giver. Continue into the blue-lit room. The first person on the left, sitting down and dressed in a bikini, is Monica Goldberg **(L)**. She'll be a quest giver soon. She's looking for signs of the recent plane wreck. The next guy, Mick Fler **(M)**, will need help for his sick girlfriend lying at his feet.

Follow Colin until he stops at a heavy door in the back of the blue-lit room. He gives you the next objective.

TALK TO JAMES AT THE TOP OF THE LIGHTHOUSE.

The girl on the floor to the right of Colin is part of **The Lost** Sidequest. Talk to Maggie **(N)** now to advance the mission. Next time you see Steven at the lifeguard tower, you can tell him about Maggie's location.

Open the large door near Colin Kugler to enter the small Lighthouse balcony **(16)** where you'll find James Stein and Trevor Cohen **(P)** holding lookout positions. You, too, can check out the beautiful island from this balcony.

TAPE 02 MEETING THE INFORMANT

The second hidden tape recording is located on the small table on the Lighthouse balcony beside James Stein (quest giver).

Notice the chest behind James requires a lockpick skill level 3 to get inside. Talk to James. He puts a damper on completing this Sidequest until you help some people around the Lighthouse with their needs. His main concern is returning power to the facility. A new Sidequest is also started by talking to James again: **"A Ray of Hope."**

HELP THE PEOPLE AROUND THE LIGHTHOUSE.

There are a few Sidequests that you must finish before you can complete this one. Start with talking to Trevor behind you on the Lighthouse balcony. He'll give you the **Light My Fire** Sidequest. You also need to restore power to the Lighthouse in **A Ray of Hope. Tell Me Where It Hurts** is another quest you pick up in the adjacent blue-lit room. Linda needs Painkillers and Bandages.

Once **A Ray of Hope**, is complete, talk to James to collect your XP and cash. Talk to him again to begin the Sidequest, **Counsel of Despair**.

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A RAY OF HOPE

REWARD
1200 XP, Wrench

QUEST GIVER
Darvin Bark

DIFFICULTY
Medium

OBJECTIVES
Talk to Darvin.
Find Marcus and fix the transformers powering the Lighthouse.
Get the transformer back online.
Get back to Marcus.
Get back to Darvin.

TALK TO DARVIN.

On your way to the Lighthouse balcony **(16)** to work on the Sidquest, **Knockin' on Heaven's Door**, talk to James Stein about not finishing the quest but beginning a new Sub-Sidequest of sorts. He wants you to work on returning power to the Lighthouse.

Leave the balcony and as soon as you reenter the blue-lit room, turn to your right and enter the small control room where you'll find Darvin guarding a door. Talk to him and he'll explain the transformer situation and how they haven't heard from Marcus, the last guy they sent on this errand. He sends you to the northern part of the Golden Bungalows area to get things moving. When you complete this quest, Darvin will let you into the room behind him that contains a Workbench, among other items.

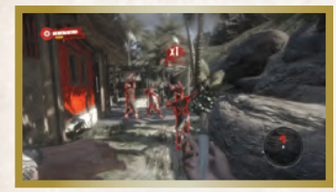
Darvin Bark: Marcus went to check the two transformers powering the lighthouse but he's been gone for hours! Someone needs to see what's happened to him and try to get the power back on. Those things can't do to you what they can do to us. Maybe you can help us?
Skip

MORE QUEST GIVERS IN THE AREA

On your way to the bungalow where Marcus is located you'll notice a few more quest givers in the area. Now is a good time to start these jobs: **Nectar of Life** *(continuous event),* **Toy Story** *and* **Too Much Sugar** *(Sidequests).*

FIND MARCUS AND FIX THE TRANSFORMERS POWERING THE LIGHTHOUSE.

You can find Marcus locked in a fenced security enclosure behind a bungalow **(20)** in the Golden Bungalow District. It's good to round the corner of the bungalow full of Fury so you can quickly eliminate the four undead trying to get at Marcus.



Speak to Marcus after clearing the area of undead. He asks if you can get the other transformer back online while he finishes fixing this one.

GET THE TRANSFORMER BACK ONLINE.

Now follow the route marker on the minimap to the subterranean transformer across the street **(23)**. If you haven't picked up the other Sidequests in the area, do so before you leave there. As you head out of Marcus's back yard, check out the weapon chest just behind the fence at the exit. As you make your way out of the Golden Bungalows to head across the street to the Silver Bungalows, you'll encounter undead along the pathway leading to the street and you'll likely find undead in the street. Always expect an Infected to come running at you from this area.

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Silver Bungalow District

When you reach the group of bungalows across the street **(22),** expect much undead resistance. Use throws and backpedal to stay alive. Remember, kicking keeps the undead off of you when they seem to be overwhelming you with close combat.

Follow the minimap route to a fenced-in area **(23)** beside the large pool in the Silver Bungalow area. Head down the stairs to the entrance and break down the door. An alarm goes off. Expect to find a zombie around the left corner between the wall and a power unit. Take him out before he gets the jump on you.

There are five different switches on the multiple power units in this small room. Activate all the switches to complete the job Marcus gave you.

BANOI HERALD EXCERPT #6

Find this collectible in an open toolbox in the subterranean power station in the Silver Bungalow District. You run across this room in the Sidequest, "A Ray of Hope."

Get back to Marcus.

As you exit the power room and climb the stairs, be prepared to battle multiple, fast-running Infected that appear from the Silver Bungalow area. Four are sure to find you as you exit the power area. Use thrown weapons aimed at their heads as they get close to try to take them out with one quick attack each.

Follow the route back to Marcus **(20)** and speak with him. He wants you to tell Darvin the good news while he hangs back to make sure he's there if the fuses blow. Take your cash prize from his chest before you leave. Now you must talk to Darvin back at the Lighthouse. Again, make sure you have progressed with other Sidequests in the area before you leave there.

Talk to Darvin.

When you speak to Darvin Bark **(Q)** who guards a utility room door in the Lighthouse, he wants to start up the Lighthouse now that all the power grids are back up. In a quick cutscene you see the Lighthouse shine its bright light over the tropical island of Banoi.

When control returns to you, take the prize Wrench from Darvin and then enter the room he's been guarding. Inside you will find multiple items and a Workbench. A key item is the **Signal Amplifier**, which updates the **On the Air** quest. This is located on a shelf in a small nook near some duct tape items.

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LIGHT MY FIRE

REWARD
500 XP, Nail Hammer

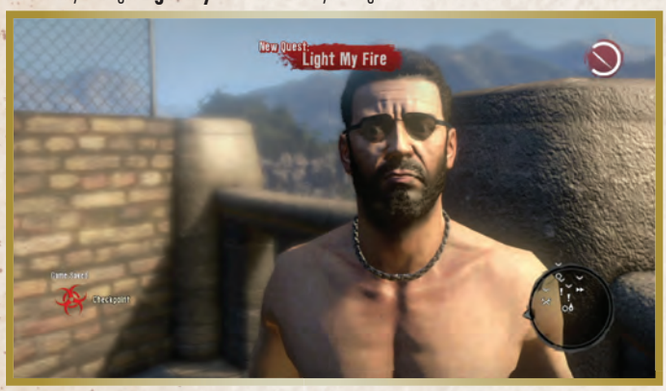
QUEST GIVER
Trevor Cohen

DIFFICULTY
Hard

OBJECTIVES
Get flares from the wrecks on the coast.
Back to Trevor.

GET FLARES FROM THE WRECKS ON THE COAST.

On your way to the Lighthouse balcony **(16)** to work on the Sidequest, **Knockin' on Heaven's Door**, talk to James Stein to begin **A Ray of Hope** and then turn and talk to Trevor **(P)**, also on the balcony to begin **Light My Fire**. He wants you to get some flares from the wrecks on the coast.



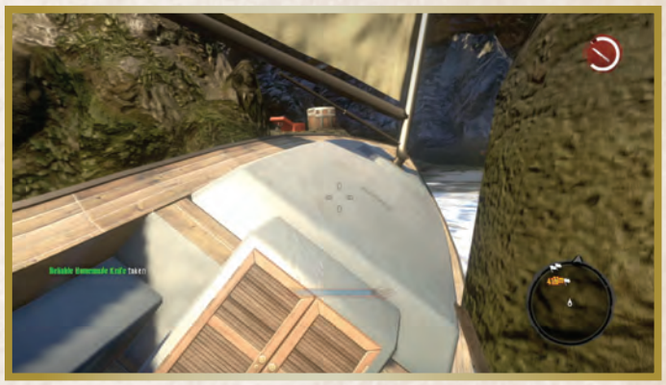
A good time to take this job is after you've fixed the HELP sign **(26)** in **Counsel of Despair**. This helps keep the area near the Lighthouse clear of a Thug and a small group of Walkers. This quest path indicates you walk the path past the HELP sign **(26)** and ocean cavern **(27)**. Along the way you battle Infected and Walkers. Use throw attacks as much as possible to keep from wearing out your weapons and your own health.

Follow the long winding path (you can take shortcuts) to the shoreline caverns and a save point. As you approach the entrance **(27)** to the cavern, a couple of crazy Infected run out from behind nearby rocks and attack. You don't have much time to react. Throw or bat them down. Enter the caverns and a couple more similar attacks happen. When the immediate threat is gone, check out the markers on your big map.

Four Flares

The green flag icons on your map indicate the location of four different flares in open toolboxes. Each location involves a battle with multiple undead. The biggest battle is with the farthest north flare that's on the shipwrecked sailboat. You can jump up onto this boat to keep the Thug and other undead from touching you if you need to. Otherwise we suggest saving your Fury for this Thug moment.

We've marked the flare locations using green push pins on our Act I Map. There's another flare nearby on a ledge near a boat (you can jump on the boat to help reach the ledge with the flare). The other two are farther up the shore in the caverns on the ground and on a low rock formation.



BACK TO TREVOR.

Once you have all four flares, return to Trevor **(P)**, on the Lighthouse balcony. Collect your Cleaver and XP reward. He offers no more quests. But since you've been headed out that way in your exploration, now is a good time to complete **Family Matters** and to collect all the collectibles around the beach.

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TELL ME WHERE IT HURTS

REWARD
500 XP, Barbed Wire Mod

QUEST GIVER
Mick Fler

DIFFICULTY
Medium

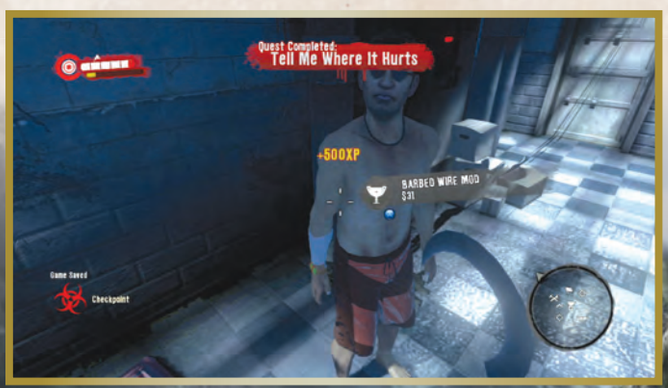
OBJECTIVES
Find painkillers and bandages for Linda.

FIND PAINKILLERS AND BANDAGES FOR LINDA.

Talk to Mick Fler **(M)**, the guy with the sick friend at his feet in the blue-lit room in the Lighthouse **(15)**. Linda got pretty beaten up. She needs painkillers and bandages.

If you completed **Bloody Health Service!** as soon as you received that mission from Dr. Jack **(C)** at the Lifeguard Tower, then you would have easily found the Painkillers in the infirmary you cleared for him. Simply give the Painkillers to Mick. Now you only need bandages. If you don't have them, you can find them in the back of a lifeguard emergency vehicle (pickup) wrecked on the street around the Golden Bungalows area **(13)**.

The toolbox contains both Bandages and Painkillers. A paramedic bag is located there when "Life in the Bag" Sidequest is active. Return these items to Mick to complete the Sidequest. You receive a Barbed Wire Mod from Mick for a job well done.



BARBED WIRE MOD

You receive the Barbed Wire Mod by completing **Tell Me Where It Hurts** for Mick Fler in the Lighthouse.

NIGHTHAWK

REWARD
3500 XP, Machete

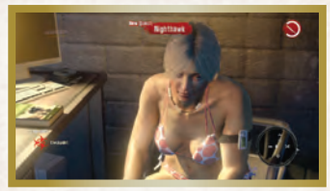
QUEST GIVER
Monica Goldberg

DIFFICULTY
Hard

OBJECTIVES
When you reach the jungle, find the location of the aircraft.
Find the location of the aircraft.
Return to Monica in the Lighthouse and tell her what happened with the aircraft.

WHEN YOU REACH THE JUNGLE, FIND THE LOCATION OF THE AIRCRAFT.

Before you leave the Lighthouse **(15)**, talk to the bikini-clad Monica Goldberg sitting at the desk where there's always a cold energy drink waiting for you. She wants you to find the plane that just made an emergency landing in the jungle. This is a long-term Sidequest, as you have to first reach the jungle to proceed.



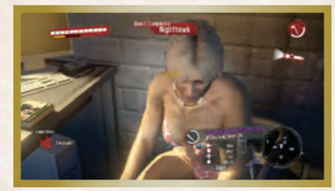
FIND THE LOCATION OF THE AIRCRAFT.

Welcome to the Jungle

You can veer from Jin's route through the Jungle while looking for the River Village in the first Jungle quest. You come to a clearing **(6 on the Jungle map)** where you spot a pickup truck with items around it. If you explore just beyond this point you come to a single Jungle Mugger with his back to you. Defeat him and continue to look over the nearby hill **(7 on the Jungle map)**. From here you can get a good enough view of the wreck to satisfy this Sidequest objective.

RETURN TO MONICA IN THE LIGHTHOUSE AND TELL HER WHAT HAPPENED WITH THE AIRCRAFT.

After finding the crash site in the Jungle, use the Fast Travel map in Matutero's hut in River Village to get you to the Lighthouse lickety-split. Talk to Monica to put closure to this quest once in the lighthouse. She gives you the **Machete**. Use the Lighthouse's Fast Travel map to get you back to whence you came.



LIFE IN THE BAG

REWARD
700 XP, Sickle

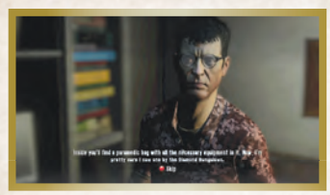
QUEST GIVER
Jack

DIFFICULTY
Medium

OBJECTIVES
Find paramedic bag in an ambulance.
Bring the paramedic bag to Jack.

FIND PARAMEDIC BAG IN AN AMBULANCE.

Talk to Dr. Jack when you return to the lifeguard tower **(9)** to finish up other Sidequests. After completing his first quest, **Bloody Health Service!** then Jack will give you another quest. He needs more supplies for the infirmary. He wants a paramedic bag.



If you look at the Map Menu after taking this mission, you will discover one marked destination. It is the ambulance **(13)** in the street. Make sure you get the Bandages in the back of the truck as well. Someone at the Lighthouse could use those.

BRING THE PARAMEDIC BAG TO JACK.

Return to Dr. Jack at the infirmary in the lifeguard tower to hand over the paramedic bag. He thanks you and you receive your rewards.

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TOY STORY

REWARD
500 XP, Nuts & Bolts Mod

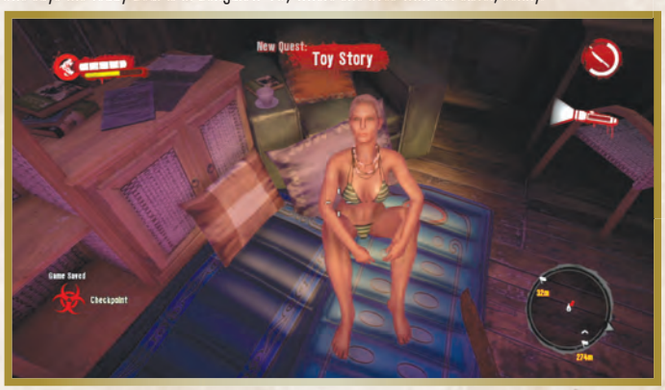
QUEST GIVER
Anne Snider

DIFFICULTY
Easy

OBJECTIVES
Find Anne's teddy bear.
Bring the teddy bear back to Anne.

FIND ANNE'S TEDDY BEAR.

This Sidequest and the Continous Event, **Nectar of Life**, can be started at the same time. Both mission givers are in the same bungalow. Find Anne Snider in bungalow **19**. She's sitting on the floor in the living room. She's a little loopy and only concerned about finding her stuffed animal. She says the teddy bear is in bungalow 15, where she lives with her sister, Jenny.



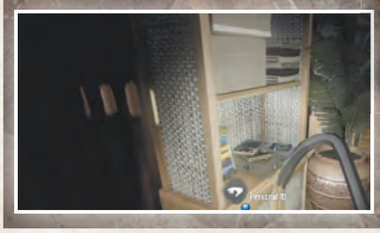
BANOI HERALD EXCERPT #5

This Fact collectible is found on a low shelf in the living room corner next to Anne Snider in the dark bungalow (19) in the Golden Bungalow District.

Defeat the Infected and other Walkers around bungalow 15 **(42)** and then break in the side door to enter. Open the living room door and attack the infected man sitting on the couch. Lucy sits rocking on the floor during this battle.

Once he's dead, take **Anne's Teddy Bear** from the green leather chair next to where infected man was sitting. Make sure to take the ID Card 021 on the shelf in the same room.

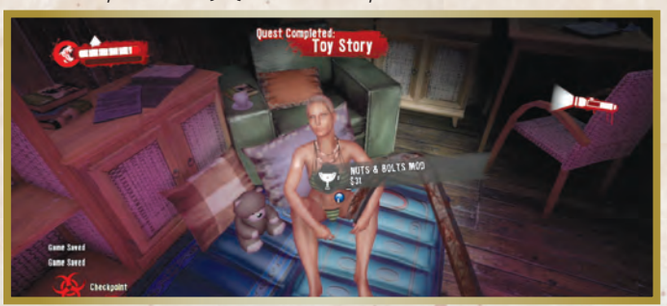
ID CARD #021



Find the ID Card on the bookshelf in the living room where you find Anne's teddy bear in bungalow 15.

BRING THE TEDDY BEAR BACK TO ANNE.

Return the teddy bear to Anne **(19)** and she'll reward you with XP and the **Nuts & Bolts Mod**.



NUTS & BOLTS MOD

You receive this weapon mod by completing **Toy Story** for Anne Snider.

05 Walk-Act 01.indd 131 8/29/11 7:45 AM

TWO HEARTS

REWARD

500 XP, Heavy Mod

QUEST GIVER

Jennifer Snider

DIFFICULTY

Very Easy

OBJECTIVES

Find Anne, Jennifer's sister.

Tell Jennifer that Anne is safe.

FIND ANNE, JENNIFER'S SISTER

If you find Svetlana **(28)** in the distant Diamond Bungalow in **Time for Booze**, then you'll find Jennifer sitting on a couch in a corner of the same bungalow. When you talk to her, she needs help finding her sister Anne. If she says nothing, then you must complete **Toy Story** first.

TELL JENNIFER THAT ANNE IS SAFE.

(19) Anne is trying to find her teddy bear in **Toy Story**. Run back and forth and relay a message between the sisters. Once Anne has her teddy, then she will want you to tell Jennifer that she's okay because she has her teddy. Jennifer gives you the **Heavy Mod**.

HEAVY MOD

You receive the Heavy Mod from Jennifer when you let her know that her sister Anne is okay and has her teddy bear in "Two Hearts."

05 Walk-Act 01.indd 132 8/29/11 7:45 AM

TOO MUCH SUGAR

REWARD
500 XP, Cash

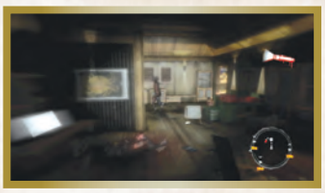
OBJECTIVES
Get the insulin to Luke's brother, Danny.

QUEST GIVER
Luke Craig

DIFFICULTY
Easy

GET THE INSULIN TO LUKE'S BROTHER, DANNY.

In the Golden Bungalow area, approach bungalow **21**, a bungalow adjacent to a large gated pool. A Walker always tries to ambush you as you enter this property through the open gate at the top of the winding stairs. Slash him before he jumps on you. Expect a few Walkers to wander in from the pool area. Also, take out the Walker lying on the ground near the open front door before he gets up and attacks.



Use your flashlight inside this dark bungalow. There's a walker lying on the floor near the entrance, one scratching at the door you need to get through, and another on the floor to the right of the door scratcher. Take all these Walkers out quickly before they get aggressive—they are all either preoccupied or not too aware of you when you enter.

Break down the door the Walker was scratching at to find Luke Craig on the bedroom floor. He's been bitten. He gives you insulin to take to his brother, Danny, in bungalow 14.

ID CARD #013

Find the ID Card on the bookshelf in the bedroom with Luke Craig in bungalow 21. This card is usually found when starting the **Too Much Sugar** Sidequest.

Head to the Silver Bungalow District and expect much resistance in the open courtyard area **(22)**. Find bungalow **24** and clear the various undead on the wrap-around porch. Enter the bungalow and find Danny Craig sitting on the living room floor. He's a little delirious. When you interact with him you automatically hand over the insulin his brother gave you. This completes this Sidequest. Take the cash prize from Danny.

05 Walk-Act 01.indd 133 8/29/11 7:45 AM

COUNSEL OF DESPAIR

REWARD

700 XP, Torch Mod

QUEST GIVER

James Stein

DIFFICULTY

Hard

OBJECTIVES

Finish the HELP sign out in the clearing.

Talk to James.

FINISH THE HELP SIGN OUT IN THE CLEARING.

Talk to James on the Lighthouse Balcony **(16)**, after completing **Knockin' on Heaven's Door** to begin this mission. James wants you to head down the nearby hill and complete the HELP sign they arranged out of collected luggage.

As you leave the Lighthouse, take a sharp right around Javier Wimsatt who sells you weapons at the entrance. Leap over the crates and the guardrail to reach some rocks that jut out allowing access to the dirt paths **(25)** behind the Lighthouse.

When you reach the first clearing, following the route on the minimap when this quest is selected, you encounter a sitting Walker. Quickly take him out so you can deal with the Thug around the corner and three other Walkers in the area. They are all pretty aggressive. We suggest spending a Fury for this battle if you have one built up. After defeating the first wave including the Thug, I have a neat thing I like to do…

Run just beyond the broken "P" in the luggage sign on the ground in this area. Jump up the layer of rocks **(26)** and scale to the top. You have a great bird's-eye view of the sign from here. Be careful when they first arrive, however; an Infected often finds his way up the rock formation, as well. Knock him out first. The remaining undead from the second wave appear at your feet (about 10 feet safely below). Toss a Molotov into the group and burn them up.

When the skull icons are gone from your minimap, pick up all the crates near the letter "P" and walk them individually to the open hand icons that create the loop in the "P." Keep alert. If you hear undead, throw the box down and fight. You will be short two crates, so head to the crates scattered below the "H". The Infected often come running as you progress through the puzzle, so be ready to stop and throw a weapon to stop them.

When you place the last crate to complete the loop in the "P" you receive a new objective. Before talking to James, make sure you take time to raid the luggage and chests scattered through the luggage HELP sign.

TALK TO JAMES.

Return to James on the Lighthouse balcony **(16)** to receive your praise and rewards. He graciously gives you the **Torch Mod**. If you have a bat, head to the nearby Workbench and check it out. Makes flaming bats and other stick-like flaming weapons.

TORCH MOD

You get the Torch Mod from James at the lighthouse when you complete **Counsel of Despair**.

05 Walk-Act 01.indd 134 8/29/11 7:45 AM

HOUSE FULL OF SURPRISES

REWARD
NA

OBJECTIVES
Check out Richard's house.

QUEST GIVER
Richard Case

DIFFICULTY
Very Easy

CHECK OUT RICHARD'S HOUSE.

While searching the Diamond Bungalow District for collectibles or finishing up the **Family Matters** Sidequest, make sure to visit this lifeguard house **(29)**. First, clear the undead that surround the building, scratching and clawing to get the fellow inside. Once they are dealt with, notice the lockpick weapon chest on the backside. Enter the lifeguard house and talk to Richard Case.

He gives you a key to his bungalow for saving his life. He says everything there is yours for the taking. Eat some apples from the bin behind him or grab the energy drinks to restore lost health. Check out the weapon chest in the corner and see if the item is better than any of the weapons in your inventory. If so, swap out.

Before you head to his bungalow marked on the minimap, go north a hundred yards and save the man holed up on some scaffold on the music stage. He'll reward you with a cash prize, and you can find ID Card 006 near a CD player on the central table. There are weapon chests behind the wall of speakers.

Defeat the occasional undead attack on your way out to Richard's bungalow **(30)**. Defeat or dash past the Thug on the boardwalk. The only thing of interest inside the bungalow is a very nice machete in some luggage on the bed. The surprise comes once you are inside the bungalow as multiple undead begin to gather around the house outside. Head out the side door and slowly work your way around the house, defeating the undead.

CRASH

REWARD

400 XP

QUEST GIVER

Laurie Weaver

DIFFICULTY

Easy

OBJECTIVES

Get Laurie's husband out of the wrecked car.

Protect Weavers.

Door doesn't budge. Try again.

GET LAURIE'S HUSBAND OUT OF THE WRECKED CAR.

Usually you come across Laurie **(31)** on the side of the road when you are on the hunt for juice boxes during Sinamoi's mission **Seek 'n' Loot**.

Follow Laurie as she runs along the dirt path down the hill and around a few large boulders on the right. She stops at her overturned vehicle. Her husband Linwood is trapped inside.

Expect an undead attack after you help Linwood. Begin by holding the Use button to pry the car door open. As soon as it is opened, the Infected come running at you along the path you just used. Four Infected attack immediately. Use throw techniques to hit each undead at least one time to knock them on the ground and then deal with any of them that survived on your own terms.

Return to the car door again. Now you must tear the door open. Again, hold down the Use button to do this. Once Linwood is free, they let you help yourself to the items in the back of their car. Rip the back door off and find a **Crowbar** and a **Medium MedKit**.

05 Walk-Act 01.indd 136 8/29/11 7:45 AM

MAKE YOURSELF AT HOME

REWARD

500 XP, Metal Baseball Bat

QUEST GIVER

Harlan Johnson

DIFFICULTY

Very Easy

OBJECTIVES

Help Harlan get inside the hut.

Talk to Harlan.

HELP HARLAN GET INSIDE THE HUT.

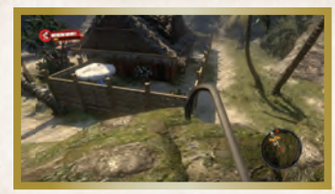
Clear the undead from around Harlan **(32)** and then push open the gate and talk to him as he stands near a locked hut. Harlan explains that he only made it this far in his truck and found this place hoping he could get inside to find more supplies. Help him get inside and he'll reward you with lots of XP and a Metal Baseball Bat.

BANOI HERALD EXCERPT #12

Once you get into the same hut Harlan wants to enter, you can find the Fact on a dresser near the bed in the living room.

There are a few ways you could manage to get over the large backyard fence (the door to the hut is behind this large fence), but the easiest is to exit the grounds through the front gate and head around to the right side of the building. There you can find a stack of crates near low cliff ledges **(33)**. Jump from the crates to the cliff ledges and then run and jump from the cliff to the back yard.

Move around the left side of the hut to find a door you can break down. Just inside you can find a Workbench. Enter the living room through the next door and kill the large Thug. If you don't attack first, it will jump on you when you get close. This Thug holds the key to the front door. Take the keys and let Harlan in.



TALK TO HARLAN.

Make sure to raid the house of all its items. A lockpick skill level 2 is needed for the chest near the front door. Talk to Harlan to collect your reward and to take the next quest he offers. Make sure you take this quest if you are already heading to the next gas station on a quest for juice boxes for Sinamoi. Use the Workbench in the back room before you leave.

05 Walk-Act 01.indd 137 8/29/11 7:45 AM

FLUID NECESSITY

REWARD

500 XP, Cash

QUEST GIVER

Harlan Johnson

DIFFICULTY

Difficulty: Medium

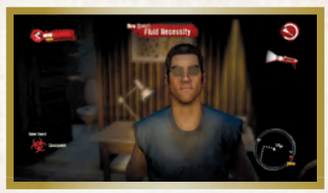
OBJECTIVES

Find 2 gas cans at a gas station and deliver them to Harlan.

Talk to Harlan.

FIND 2 GAS CANS AT A GAS STATION AND DELIVER THEM TO HARLAN.

Talk to Harlan **(32)** after helping him get into the hut in **Make Yourself at Home**. He needs two fuel canisters and if you are on your way to the Tunnel Gas Station anyway, say for Sinamoi's job **Seek 'n' Loot**, then you can kill two birds with one stone.



Take the truck to the Tunnel Gas Station **(34)** and find one fuel canister in the open warehouse **(35)** and two more in the closed warehouse **(36)**. You don't have to complete **Waterdance** to get these fuel canisters, but if you are also on the **Seek 'n' Loot** quest, then you might as well take care of it now. Read ahead for tips on beating **Waterdance**. Move two fuel canisters into the back of your truck. Note that these canisters are full of fuel already, so you do not need to fill them up using the pumps. Return to Harlan **(32)**.

Open Harlan's front gate and the door to his back room. Head outside and get the fuel canisters from the truck and place them in the two shadow canister locations beside Harlan in the living room. Look at the floor to the right of the central lockers. Place both fuel canisters in the two open hand icons on the floor there.

TALK TO HARLAN.

Once both fuel canisters are in their places next to the lockers in the back room, talk with Harlan to complete the quest and collect your rewards. Talk to him again and you can receive the Continuous Event **Death in the Glass.**

05 Walk-Act 01.indd 138 8/29/11 7:46 AM

WATERDANCE

REWARD
NA

QUEST GIVER
NA

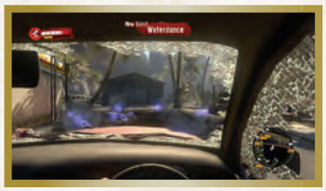
DIFFICULTY
Medium

OBJECTIVES
Turn off switch A.
Turn off switch B.
Turn off switch C.
Find a way to get on the stage.

TURN OFF SWITCH A.

When you inspect the electrical water hazard behind the Tunnel Gas Station **(34)**, this Sidequest begins automatically. Once this challenge is completed, the water hazard will be a harmless puddle.

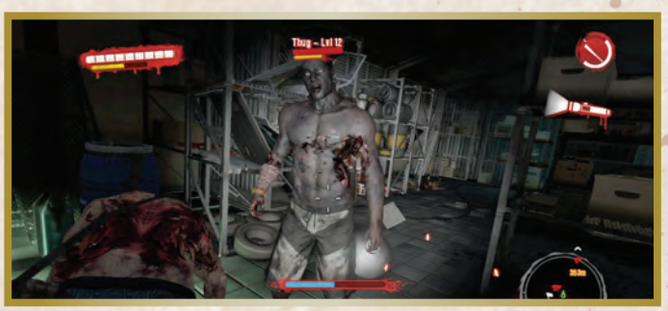
You must turn off three switches. They are marked on our map using green pushpins. The first switch is in the back right corner of the open warehouse **(35),** just beyond the pumps. Loot the warehouse and then hold the switch until it turns the power unit off.



TURN OFF SWITCH B.

Now head to the north warehouse **(36)** while avoiding the electrical hazard (go around the gas station). Jump up onto the truck on the left side of the warehouse using the crate near the hood to make the jump easier. Jump from the crates in the back of the truck to overcome the nearby fence. Once inside the fence, work your way around the back side of the warehouse and take out the feasting undead near the back door. Break the back door and turn on a flashlight.

Defeat the undead inside the warehouse. You should encounter three Thugs and a few Walkers (one playing dead near the front entrance) and an Infected. Unblock the main doors and then shut down the power unit found in the front right corner while facing the open front doors. Use the Workbench to the left of the entrance to fix and upgrade your weapons.



FIND A WAY TO GET ON THE STAGE.

With two switches turned off you now have to find and turn off the third. Enter a truck and head to the burning tunnel **(37)** at the end of the road. Run over any flaming Infected that run out of the tunnel and then exit the vehicle. Pick up one of the crates lying around to the right of the tunnel. Place the crate in a crate spot (open hand icon) at the bottom of the incomplete ladder that leads to the platform above the tunnel entrance. Jump onto the crate and then jump up and grab onto the ladder using the Use button. If the jump proves too difficult, use two or three crates as your jumping platform.

TURN OFF SWITCH C.

Activate the final switch found on the platform to complete the quest. More undead appear below your feet around the tunnel entrance. Try using the propane tank on the platform to clear a few of them. Climb down the ladder and get into your vehicle quickly, and run over the remaining undead.

05 Walk-Act 01.indd 139 8/29/11 7:46 AM

GOLD DIGGER

REWARD
NA

QUEST GIVER
NA

DIFFICULTY
NA

OBJECTIVES
Find Key to Hotel Bungalow 14
Check Hotel Bungalow 14

FIND KEY TO HOTEL BUNGALOW 14

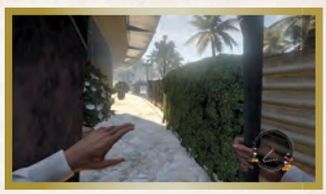
If you found this quest on your own then you truly are a Gold Digger. The **hotel bungalow 14 key** is found by the dead body **(41)** that is sitting up against the locked front lobby doors of the hotel's main entrance (one that is impassible). A great time to find this quest is before you enter the parking lot during Sinamoi's quest **Born to be Wild**. Loot all the luggage in the area if you haven't already, you gold digger.

ID CARD #018

Find the ID Card in an open suitcase lying in front of the main entrance to the hotel (behind the large bus under the carport). This front entrance is impassible, but you can also find the key for the **Gold Digger** Sidequest on a nearby dead body.

Follow the marker on the minimap along the low hotel pathway and all the way around to the back side of the hotel where it allows easy access to the Hotel Bungalow District.

While following the marker to the next stop **(46),** you meet your greatest resistance near the water slide at the pool just before your destination. Use throw techniques or Fury to take out the undead here. Notice the green skull icons that appear on the nearby bar hut. Destroy those zombies and approach the bar door that a Walker is trying to tear down and you can find Stanley Garrison **(47)** who gives you the **Out of Stock** Sidequest.



CHECK HOTEL BUNGALOW 14

Now the Gold Digger destination targets the correct location, bungalow 14 **(48)**. Open the door to find three purple suitcases on the bed. One has an ID Card in it; the rest, a little bit of money.

ID CARD #022

Find the ID Card in one of the three purple suitcases in bungalow 14, entered at the end of the **Gold Digger** Sidequest.

You can find a safe in the living room, but no money can be retrieved from it. The real prize is the ID Card we just mentioned.

05 Walk-Act 01.indd 140 8/29/11 7:46 AM

HIT AND RUN

REWARD
600 XP, Cash

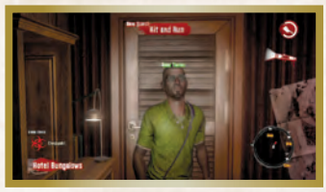
QUEST GIVER
Omar Torres

DIFFICULTY
Medium

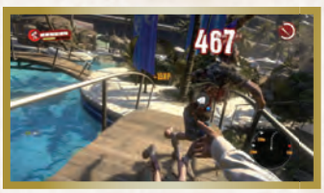
OBJECTIVES
Acquire the key from Omar's undead deadbeat.
Walk in the footsteps of blood.
Kill key owner.
Take key from body.
Back to Omar.
Find the safe.
Talk to Omar.

ACQUIRE THE KEY FROM OMAR'S UNDEAD DEADBEAT.

Find Omar Torres **(43)** in Bunglow 17 in the Hotel Bungalow District. We usually run into him when doing the last of the Sidequests before we leave the island, but he's always there if you search. He tells you of some tall hombre who owes him money but now he's undead and he can't get his money. He wants you to find the key **(44)** so you can search for his stash.



You find little to no resistance along the way (as you follow the marker through the pool areas. Once you reach the little bridges that connect pools you begin to run into more wandering Walkers. A group of Walkers feasting near the shallow end of the next large pool is a good time to use Fury or a well-trained throw attack.



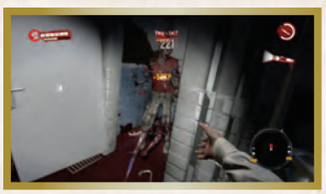
Just up the high staircase near this zombie feast is the key **(44)** in a bar hut near a dead body and a lot of good items like you usually find around bars. The key turns out to be a bust, but you get a new clue. Notice the long trail of blood leading from the dead body in the bar and out onto the walkway.

WALK IN THE FOOTSTEPS OF BLOOD.

Follow the trail of blood (or the route on the minimap) to the new destination. The trail leads down the stairs to a lower area where you can continue following the blood into a subterranean public restroom **(45)**.

KILL KEY OWNER.

In the last right stall in the bathroom lurks a Thug. Throw stuff at him, throw a Molotov carefully, or shoot him. Just kill him to get the key he holds.



BACK TO OMAR.

Follow the minimap back to Omar **(43)**. Only a couple of the undead you cleared before return to haunt you along the way. Talk to him and he'll open the door behind him.

FIND THE SAFE.

Follow him into the living room and find the safe behind a picture on the left wall. Move the painting using the Use button.

TALK TO OMAR.

Talk to Omar and he gives you a cash prize and some good Experience Points for finding the safe. Talk to him again to start his last Sidequest, **Omar Escort.**

05 Walk-Act 01.indd 141 8/29/11 7:46 AM

OMAR ESCORT

REWARD
600 XP, Revolver

QUEST GIVER
Omar Torres

DIFFICULTY
Easy

OBJECTIVES
Help Omar get to the lifeguard tower.
Talk to Omar.

HELP OMAR GET TO THE LIFEGUARD TOWER.

Find Omar in the living room of his bungalow **(43)** in the Hotel Bungalow District. You must have finished his first Sidequest, **Hit and Run**, before reaching this one.

In this quest you must follow Omar as he heads from his bungalow **(43)** to the lifeguard tower parking lot **(9)**. Look for his marker on the minimap if you ever lose him. Stay close to him and move as fast as or a little faster than he does to take out threats before they reach him. If he dies, you have to start over at the previous save point.

TALK TO OMAR.

Be prepared to throw weapons near or beyond him in order to take out enemies. Luckily, he attracts most of their attention, making it a little easier to survive this trek. Once you reach the lifeguard tower parking lot, turn and talk to Omar where he stops near the small entry gate. He hands over a Revolver and some good XP.

OUT OF STOCK

REWARD
400 XP, Cash

QUEST GIVER
Stanley

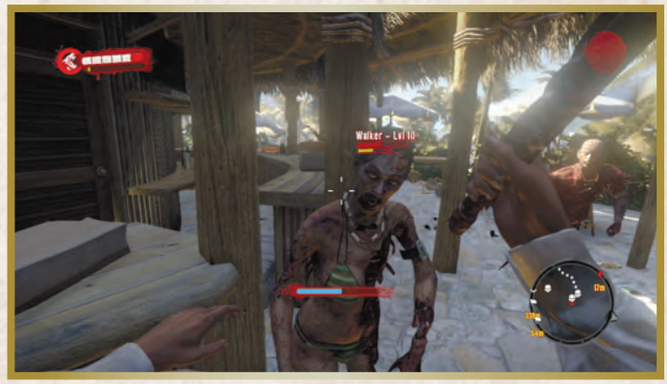
DIFFICULTY
Easy

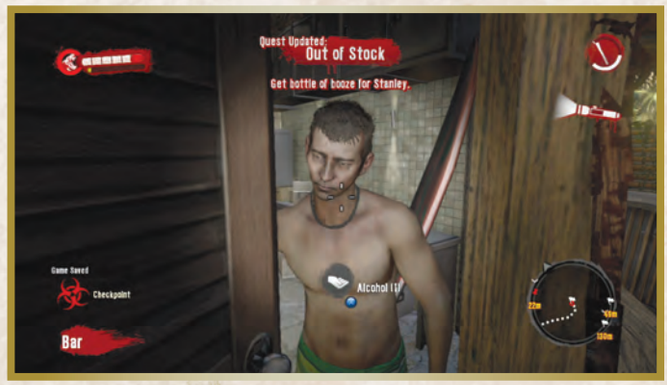
OBJECTIVES
Get booze for Stanley.

GET BOOZE FOR STANLEY.

Notice the green skull icons that appear around the bar hut **(47)** in the Hotel Bungalow District. Destroy the zombies and kill the last Walker that's trying to tear down the bar entry door. Once you take out all the undead appearing on the minimap, you'll hear the bar door open slightly. Talk to Stanley Garrison through the crack and you can take this quest.

This is a repeatable quest, so keep giving him bottles. He requires 5 whisky bottles per exchange. Each time you give him 5 bottles your reward is slightly increased.





05 Walk-Act 01.indd 142 8/29/11 7:46 AM

A VOICE FROM ABOVE THE SKY

REWARD
3000 XP

QUEST GIVER
Nikolai

DIFFICULTY
Very Hard

OBJECTIVES

When you reach the City of Moresby, find Nikolai's restaurant.

Get a satellite phone from Sergei at Nikolai's restaurant.

When you reach the jungle, follow to the Russian Hideout.

Find the way to the Russian Hideout in the jungle and get the satellite phone.

WHEN YOU REACH THE CITY OF MORESBY, FIND NIKOLAI'S RESTAURANT.

Talk to Nikolai **(61)** after escorting him to the bunker on Diamond Beach in Banoi. Receive your prize for helping, then talk to him again after he moves to a new position in the room. This will begin **A Voice from Above the Sky**, which cannot be completed in Act I; you must reach the City of Moresby before you can continue this quest. Nikolai's restaurant is illustrated on the Act II Moresby Map as #**(99).**

GET A SATELLITE PHONE FROM SERGEI AT NIKOLAI'S RESTAURANT.

Once in Moresby, head into Nikolai's restaurant **(99)** and find **ID Card #041** on a shelf behind the bar in the first room/lounge. In the back room you discover Sergei Kletska. Talk to him. He says his brother has packed up and left him there to die. He hears they are holed up in the Jungle. This pushes this mission into the third Act.

WHEN YOU REACH THE JUNGLE FOLLOW TO THE RUSSIAN HIDEOUT.

Enter the bunker (#**27** on Act III Jungle Map) and destroy the Butcher inside. Climb the ladder to the upper level and find a radio labeled "Nikolai's Men." **ID Card #065** is lying beside the radio. Nikolai's men say they have the entire island surrounded by navy ships and that they are going to try to go around them. That completes the quest.

05 Walk-Act 01.indd 143 8/29/11 7:46 AM

ACT I: RESORT CONTINUOUS EVENTS

FIERY DRINKS

REWARD

50 XP, Molotov

QUEST GIVER

Mike

DIFFICULTY

Very Easy

OBJECTIVES

Mike will make a Molotov for you, each time you bring 5 bottles of whisky.

BRING MIKE 5 BOTTLES OF WHISKY.

The first time you find Mike in his new position on the upper deck of the lifeguard tower **(9)**, you can collect your Molotov prize from completing his previous Subquest, **Ashes to Ashes**. Talk to him as he stands by his bomb-making station and you can begin the continuous event, **Fiery Drinks**. Each time you bring him five bottles of whisky (alcohol usually found around beach bars and other various locations), Mike will make a Molotov for you. If a hand icon appears on his chest, this means you have some alcohol you can hand over. Remember, you need five for each Molotov he makes. And each time he makes one you also receive 200 XP—a great way to help level up.

05 Walk-Act 01.indd 144 8/29/11 7:46 AM

NECTAR OF LIFE

REWARD
50 XP, Cash

QUEST GIVER
Kim

DIFFICULTY
Very Easy

OBJECTIVES
Acquire water for Kim.

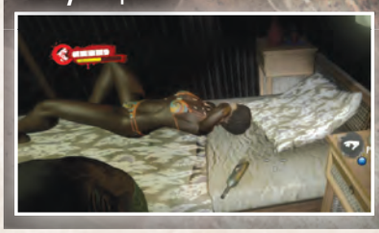
ACQUIRE WATER FOR KIM.

Enter bungalow **(19)** in the Golden Bungalow District. You usually are in this area when working on the **Ray of Hope** Sidequest. Take out the preoccupied Walkers scratching at the front door. Clear all the zombies from around the bungalow before entering (while looking for the door to enter). Follow the skull icons on the minimap to be sure you get them all.

Find the side door you can break down and then enter the bungalow. The first hallway has two doors; the one on the right leads to an empty bathroom. Open the bedroom door to discover a couple of survivors resting on the bed. Make sure to grab the Personal ID from the bedside table.

ID CARD #012

Find the ID Card on the bedside table in bungalow (19) in the Golden Bungalow District. This card is usually found when starting the **Nectar of Life** and **Toy Story** Sidequests.



BANOI HERALD EXCERPT #05

Find the Fact 05 on the living room bookshelf next to the lady looking for her teddy bear. This is in bungalow (19) in the Golden Bungalow District. This is usually found when starting the **Nectar of Life** and **Toy Story** Sidequests.

Raid the house of all its items and then talk to Kim in the living room. She wants you to give her water in exchange for cash and 50 experience points. She exchanges this for each bottle of water, so keep collecting. Chances are you have quite a few to hand over as soon as you start this quest. If she has an open hand icon on her chest, it means you have some water in your inventory to give her. Do this often to help level up. It's close to the same experience given for eliminating common undead at this point.

05 Walk-Act 01.indd 145 8/29/11 7:46 AM

WIND IN THE STOMACH

REWARD
50 XP, Cash

QUEST GIVER
Ned

DIFFICULTY
Very Easy

OBJECTIVES
Get two food cans for Ned.

GET TWO FOOD CANS FOR NED.

Talk to Ned in the first hallway of the Lighthouse **(15)**. This quest becomes available on your trip back to James at the end of **Ray of Hope**. James will give you cash and XP points for every two cans of food you give him. Chances are, you have a few to give to him when you first start this Continuous Event. You can find cans of food in bungalows and in the bar enclosures at the shoreline bars at the end of the long piers or the bars around the bungalow pools.

TIME FOR BOOZE

REWARD
50 XP, Diamonds

QUEST GIVER
Svetlana

DIFFICULTY
Medium

OBJECTIVES
Find a bottle of Champagne for Svetlana.

FIND A BOTTLE OF CHAMPAGNE FOR SVETLANA.

Once inside the farthest boardwalk bungalow **(28)** in the Diamond Bungalow District, you find and talk to Svetlana to begin the **Time for Booze** Continuous Event. Feed her Champagne bottles when you find them to receive 100 XP and Diamonds. Champagne bottles will be found mostly in the hotel's kitchen in **Born to be Wild**.

Besides Drug Units and Water, you can find a Fact 8 in this bungalow. You also come across this bungalow while working on the **Family Matters** Sidequest to talk to the concierge in the back room with the ladies.

05 Walk-Act 01.indd 146 8/29/11 7:46 AM

DEATH IN THE GLASS

REWARD

50 XP, Molotov

QUEST GIVER

Harlan

DIFFICULTY

Very Easy

OBJECTIVES

Bring Harlan 3 bottles of whisky.

BRING HARLAN 3 BOTTLES OF WHISKY.

Talk to Harlan after finishing his Sidequest and he'll begin this continuous event next. This is very similar to Mike's quest **Fiery Drinks**, only you don't need to bring Harlan 5 alcohols for a Molotov; you only need to bring him 3. However, you only get 50 XP for each group of 3 for Harlan.

05 Walk-Act 01.indd 147 8/29/11 7:47 AM

ACT II

Chapter 4: City of Moresby

MAIN QUEST: RAM ON HEAVEN'S DOOR

REWARD

2000 XP

QUEST GIVER

NA

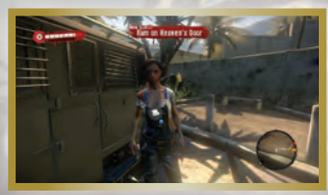
DIFFICULTY

NA

OBJECTIVES

Help the people in the church fend off the attack of the undead.

HELP THE PEOPLE IN THE CHURCH FEND OFF THE ATTACK OF THE UNDEAD.



Welcome to the City of Moresby. Or what remains of it. The city is large and you'll find just about as much to do here as you did on the resort island if not more. You begin in the church parking lot **(1)** with Jin standing near the armored truck. Again, she can hold extra weapons and items for you. Think of her as an overflow or a great place to store weapons that you cannot use until you reach a higher level.

Follow the minimap route up the nearby stairs and then push open the gate to the church **(2)**. Inside the church courtyard are four Walkers and a Ram. If you have Fury, use it. Otherwise, throw weapons to quickly take out the four Walkers while avoiding the Ram.

Ram Tough

The large undead in a straightjacket is called a "Ram." There are a number of Rams located in the city. They are easily avoided using dodge maneuvers, but they're difficult to take down. Do not waste your time with frontal attacks—they only deal a single point of damage.

The best way to take them out is to position yourself near a wall or other obstruction (the fire in the yard is a good choice) and dodge the Ram as it rushes you. It hits an object behind you and becomes temporarily stunned. Come up behind it and attack the back of its head. Throwing weapons into its backside during this stunned state is also very effective. You can safely get in two or three close-up melee or punch attacks before it wakes up and kicks you.

You can also try using the propane tank to explode the Thug. You could set a trap by dodging away from the propane, getting distance, and then blowing it up while the stunned Ram stands next to it.

05 Walk-Act 02.indd 148 8/29/11 7:53 AM

SACRED SILENCE

REWARD
2000 XP, Wicked Knife

QUEST GIVER
NA

DIFFICULTY
NA

OBJECTIVES
Get inside the Church.
Talk to Mother Helen.
Silence the bells.

GET INSIDE THE CHURCH.

This quest begins as soon as you clear the church courtyard of the undead. Enter the church **(2)**, pass Bruno at the front door and check out the balcony near the entry. Continue through the entire church to get a feel for what and who is in there. This place will begin to feel like home.

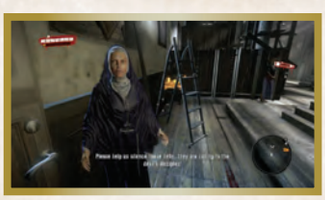
TALK TO MOTHER HELEN.

BANOI HERALD EXCERPT #18

Find this Fact next to Raymond on the interior balcony of the church in Moresby.

As you move through the church, you'll see many survivors and many of these folks become quest givers once you shut off those loud, clanging church bells (and progress a little further in the main quest). Alfred **(A)** will heal you up if you talk to him. After he heals you, you can take some money from his chest.

On the left side a little farther into the church, find Rodrigue **(B)**. He's sitting on a pew. He's the go-to guy for weapon and item purchases and sales. There's a Workbench to the right of the pulpit. There's not much to do in the church until you stop those ringing bells. Talk to Mother Helen located near the back hallway.



Sinamoi told Helen you'd be arriving. She says a possessed survivor has locked himself in the belfry and asks you to please help silence the bells.

SILENCE THE BELLS.

Get into the back office of the church **(D)** by breaking down the locked hallway door (just beyond Mother Helen). A large level 10 or 11 Thug is inside. Throw multiple weapons at the Thug to take him down from a safe distance.

TOXIC MOD

Find the Toxic Mod on Mother Helen's office desk.

After defeating the Thug, look along the back wall of the office for the bell power switch **(E)**. Open the control box and then turn off the bells to complete the objective.

Mother Helen moves into the room and thanks you. Take the **Wicked Knife** she offers as a reward. This completes the quest. Talk to her again to begin **Drowned Hope**.

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DROWNED HOPE

REWARD

4000 XP,
Sticky Bomb Mod Blueprint (Antonio),
Meat Bait Blueprint (Nun)

QUEST GIVER

Mother Helen

DIFFICULTY

Hard

OBJECTIVES

Talk to Mother Helen.

Check what's happened to the pump station.

Take control of the pump station.

Find Antonio.

Free Antonio.

Go with Antonio to the control room.

TALK TO MOTHER HELEN.

Talk to Mother Helen **(D)** after turning the bells off in **Sacred Silence** to begin this quest. She explains the city has been looted and supplies are low. The water supply has been stopped. Two brave souls left this morning to check the pump station, but they haven't returned.

Quest Updated:
Drowned Hope
Check what's happened to the pump station.
Sinamoi: Oy, good to know you're still breathin'. We have three newcomers here. An older married couple from the pier and a young girl, an orphan.

CHECK WHAT'S HAPPENED TO THE PUMP STATION.

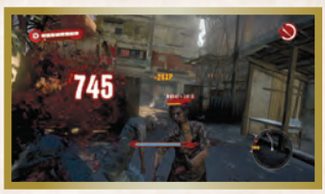
After taking the quest, you hear Sinamoi on the radio talking about newcomers at the lifeguard tower who need help. Don't go there now; there are no new quests there. This is an ongoing narrative story only.

SIDEQUESTS UNLOCKED

*This is a good time to take the Sidequests from the people in the church who are offering them. You don't need to complete them now…just accept them. This includes: Deanna (**One Foot in the Grave**), Mugambe (**In Cold Blood**), Howard Craigson (**Last Chance on the Wall**) and Theresa (**Alcohol for Theresa**). There will be more quest givers in the church soon, so keep checking.*

Visit the church Workbench **(C)** to repair, upgrade and modify your weapons before you venture out into the strange new environment. You will soon become familiar with the city areas where undead activity is heavy—and remains that way because of regenerating undead areas. The fact that they reappear after clearing them is actually good for leveling-up reasons. So, following the minimap route to the pump station, the first area of serious undead activity is on the channel overpass just behind an abandoned box truck **(3)**. Go ahead and tear through these undead now.

Just beyond this channel overpass is a flaming Walker and an Infected. Throw weapons to take them out. You always meet resistance at the partial road blockade **(4)**. There are usually three Walkers here that aren't normally a big threat unless the Infected come running. There's a medium MedKit in the next alley to the right if you need it.



At the next corner **(5)**, you'll encounter a Ram and a Walker near a box truck. There's also an Infected that usually comes running. **Cat on the Roof** Sidequest becomes active when you reach this corner. This quest could be triggered here depending on how close you get to the corner wall. Just ahead is a catwalk that crosses the road. Just below this rickety bridge you'll usually encounter a few Walkers and a Suicider. Target the Suicider with a thrown weapon to take them all out with an explosion.

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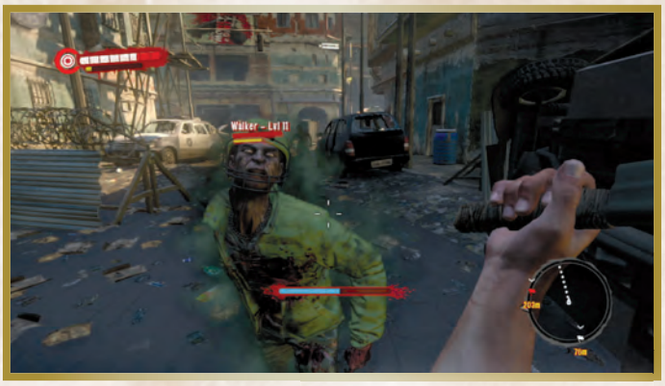
Shop & Workbench

Near the rickety catwalk **(6)** are a Workbench on the left and a Shop on the right. Jump over the dumpster that has a crate in front of it so you can get to this barricaded shop. You can talk to Cahaya Dian, the shopkeeper inside the building, through the barred doorway. You can also look through his window and grab the Molotovs or shotgun ammo.

Street Violence

As you continue around the next corner you come to another group **(7)** of Infected that are much more violent than the ones you've come across in the city so far. There are two noxious Walkers (there's green fog around them) that should be dealt with from a distance or their noxious fumes will damage your health.

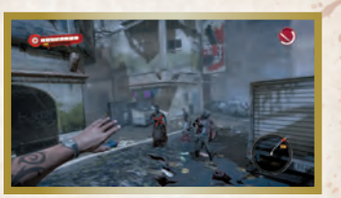


There are also four to five aggressive Walkers that rush you. A Molotov or incendiary grenade thrown at them as they feast on some poor soul is a great way to start the battle. The route marker takes you to the left at this intersection **(7)** and through a dark alley on the right.

Expect some Walker resistance as you exit the dark alley onto the next street to the west. You can find a propane tank as you exit the alley. It's near a building support beam on the right side of the road. This comes in handy when you deal with the mob of zombies at the next corner **(8)**.

After clearing the mob of undead **(8)** and getting beyond this area, you'll encounter some crazy Infected ladies running from farther down the street. Just hang back and throw weapons at them until they stop arriving. One good throw to the head usually takes care of the running Infected.

You face even more Walkers around the next bend. To the right of this area **(9)** you can repair your weapons using the Workbench in the alley. There's also a nearby weapon crate that may be worth checking out.



Broken Bridge Car Lot

Explore the destroyed bridge **(10)**. Defeat the undead that are pretending to be dead (a couple are lying up against abandoned vehicles). Find the **ID Card** at the end of the bridge.

ID CARD #034

Head to the end of the destroyed bridge (10) and then turn back and you'll see the card on the ground near a dead body hanging out of an upside-down red station wagon.

TAKE CONTROL OF THE PUMP STATION.

Pump Station Shootout

The pump station is beside the destroyed bridge. If you enter the compound through the first opening in the concrete sidewalk wall you can find a MedKit in a nearby open shipping container. Notice the yellow arch of light that appears on the screen in this area. This is a warning that bullets are being fired at you and the position of the light reveals the location of the source. There are two armed gunmen on the rooftops above the pump station entrance **(12)** and a couple of armed punks just outside the door.

You can work your way around to the second shipping container and throw a weapon or Molotov at the closest rooftop gunman and hope he falls on the ground dead so you can take his weapon to finish off the rest of the guys on an even playing field. However, there's another way to get to these guys if you don't have a gun yet.

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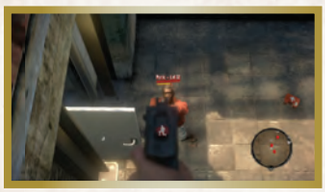
If you head around to the north side of the building you can find a ladder within some large pipes alongside some large storage tanks **(11)**. If you jump up on the large pipes you can get close enough to the ladder to press the Use button to climb on.

Get on the catwalk above and follow it to the rooftop of the pump station. Head toward the water and you'll find a small ledge off the edge of the roof. Drop down to this small ledge and follow it to the next rooftop. Find the ladder on the side of the larger building. If you haven't killed the closest rooftop gunman, he'll be on this rooftop. Throw a weapon at him and kill him.

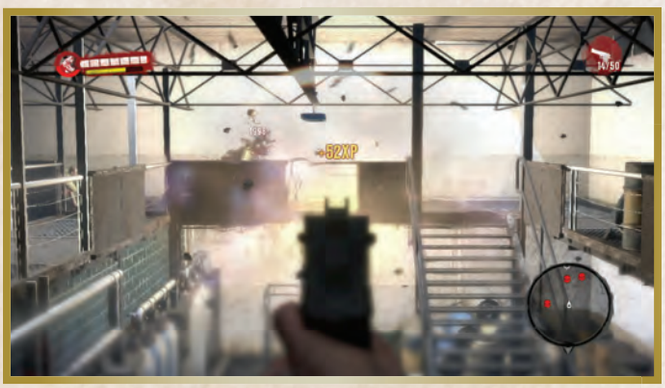
Get on top of the large building and find a weapon chest with a Sickle inside. From the front edge of this rooftop you can toss a weapon and kill the second rooftop gunman below. Take his handgun and try to get a shot at the gunman on the ground near the entrance before he gets under the rooftop. Otherwise, jump off the rooftop (using the tanks on the south side to cushion your drop) and then take out the gunman near the entrance **(12)**.



Pump Station Interior Battle

You can use a thrown weapon to take out the first gunman behind the entry door, instead of waiting for him to poke his head out or trying to shoot his exposed areas. If you need health, you can find food in this first room or a MedKit on the table.

Now that you have a firearm, it's all about moving through the building, using cover and killing all the gunmen (red skull icons on the map). Look for explosive tanks as you work your way through the water-purifying chamber to help take out one or two gunmen without putting a bullet in them.



Once you've cleared the men from around the upper catwalk and the one on the lower level, you can move to the second office and shoot out the glass in the office. This allows you to see the enemies you are shooting at inside the office. This keeps you from opening the door and walking into a trap.

Enter this office and find a Workbench inside. Defeat the gunman in the next room. Use the Workbench to repair your weapons and upgrade the pistol you're using. Find the MedKit in the same room to repair yourself.

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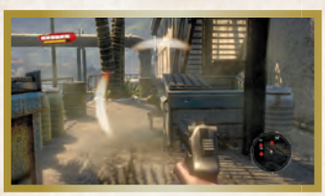
HIGH VOLTAGE MOD

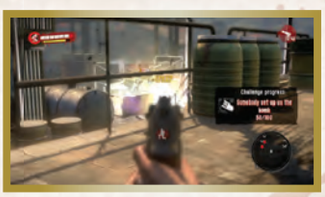
Find the High Voltage Mod on the desk in the room next to the Workbench control room in the pump station.

Open the door in the room where the High Voltage Mod is located and start shooting enemies in view in the next pump room. Also, you can return to the Workbench room and begin shooting the enemies in the next pump room through the office window. Move around the catwalk in the pump room to take out remaining enemies. Defeating the enemy on the lower floor is easier from this high position.

Pump Station Exterior

Head outside through the back door and defeat the gunman taking cover behind the nearby dumpster to your right. Take cover behind the dumpster closest to the exit so you can safely shoot the three enemies on the lower level to the west. The distantly covered enemy can easily be removed by shooting the propane tank next to him.





FREE ANTONIO.

With all the enemies eliminated, follow the route to the barricaded door below. Remove the pipe from the door and enter the building. Here you meet Antonio Margarete and Frank. These are the two Mother Helen sent to check on the water supply.

GO WITH ANTONIO TO THE CONTROL ROOM.

There's a Workbench in this shack if you want to use it before you follow Antonio. There's also a weapon chest to check and one in the front corner that is locked by lockpick skills. Follow Antonio back to the control room and receive your rewards: XP and a **Heavy Wrench**. Talk to Antonio again to begin the next Main Quest, **Drop by Drop**.

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DROP BY DROP

REWARD

4500 XP, Meat Bait Mod

QUEST GIVER

Antonio Margarete

DIFFICULTY

Hard

OBJECTIVES

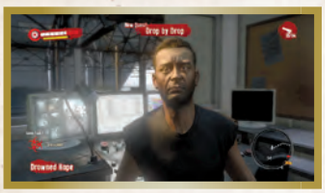
Lock up Fire Hydrants.

Talk to Mother Helen.

LOCK UP FIRE HYDRANTS.

Head outside the pump station and find the blue pickup truck parked out front **(12)**. This will be a lifesaver. You can't get everywhere in the city using the truck—because of some impassible barricades—but you can get to a great deal of it, and in this infested city you'll be thankful for this pickup truck.

The hydrants that need to be closed appear on the map one at a time as you close them, starting with the first located on the next corner **(13)**. Exit the pump station though the south gate. You may need to jump out of the vehicle as soon as you hit the street, however. You see, the Suicider is a driver's worst enemy.

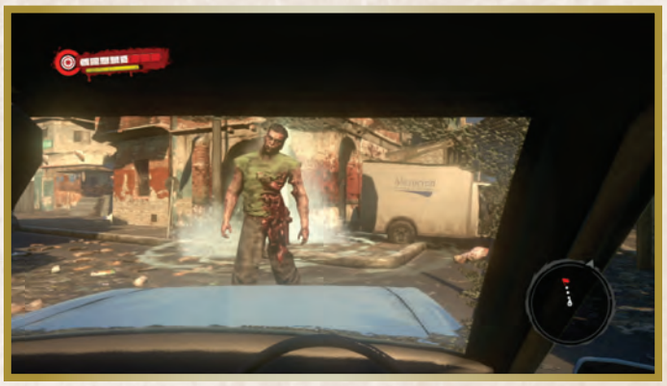


You can run over and kill any undead creature in the game safely, except for the Suicider. This explosive zombie will destroy your vehicle or you when inside the car. The only way we've found to survive a car collision with a Suicider is if you back into them so the bed of the truck takes the brunt of the explosion. So, with that said, if you see a Suicider, jump out of the vehicle and shoot it or throw a weapon at it so it doesn't take your ride out. Or back into it.

First Hydrant

Spend some time in your vehicle driving over Infected that come running, and the mob of undead to the left of the hydrant **(13),** and then lure the large Thug from behind the hydrant out into the street by approaching him slowly and then pulling back. There's not a lot of room in these city streets, so do your best at hit 'n' runs by backing up a little ways and gunning it to build up some speed to inflict more damage to the undead. Once you no longer hear their moans, exit the vehicle and close the hydrant. Jump back into the vehicle quickly; more undead may be on the way.

To close the hydrant you must exit your vehicle and look for the "Close Hydrant" gear icon on the hydrant. Press and hold the Use button until the red gauge fills. Jump into your truck and head to the next one.



ID CARD #039

Find this ID Card on the table under the small sidewalk market shack next to the first fire hydrant in "Drop by Drop."

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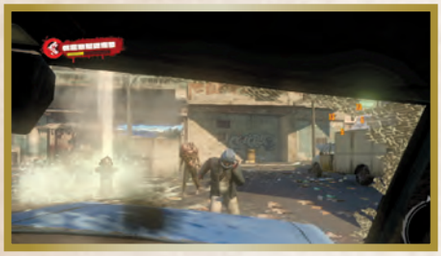
Second Hydrant

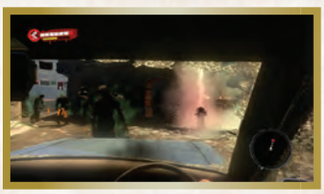
Follow the route on the minimap to the next hydrant on the next corner **(14)**. You'll have to do some sidewalk driving to get around the road debris. There's a large Ram at the next hydrant, that is, he'd be there if he hadn't made his way over to your slaughter site at the first hydrant. Watch out for the Suicider in this area, too. If there are too many undead around when he appears, try backing into him to keep safe from his explosion. Make sure after you run over these undead, especially the large ones, that you check their bodies for items. Thugs and Rams carry lots of cash.



Third Hydrant

Drive north along the obscenely obstructed road—obstructed with undead, barricades and poorly parked vehicles. We can forgive them, seeing how it is the zombie apocalypse. The route marker on the minimap will get you through this. Just beyond the bridge and around a burning car you'll spot the next hydrant on the left corner **(15)**.

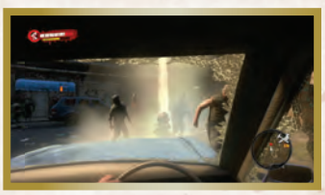
Have your noxious undead neighbors and your truck spend some quality time together. When they're resting peacefully, get out and fix the hydrant. This could take some time, as this is a hot spot for screaming lunatics. If you do get out of your vehicle before slaughtering them with the truck, then be prepared for the Thug in the alley near the hydrant. He'll light up nicely with some Voltage Modded weapon.



Fourth Hydrant

After weaving around a Thug next to a large school bus, you come to what seems like a trap: a well-barricaded street with the only passage blocked by a Suicider. No room to maneuver a reverse attack here. So, back up. Get out. And shoot the son of a gun. Depending on your speed through the streets, this Suicider may not be blocking that passage.

Quickly get back in the truck or prepare to take on some quick Walkers. Drive through the tight roadblock (again, the minimap route will get you through this). Once you find the hydrant **(16)** you will need to spend some time in your car running over the hordes of undead. When the coast is clear, turn off the hydrant, jump back in the truck and follow the route to the last one near the church.



Fifth (Church) Hydrant

Drive through the now-familiar church traffic. Run over your old friends while following the minimap route to the hydrant **(17)** across the street from the church. Make some laps around the debris in front of the hydrant to take out all the Infected. Once this area is clear, you can turn off the hydrant and skip over to the church to wrap this one up.

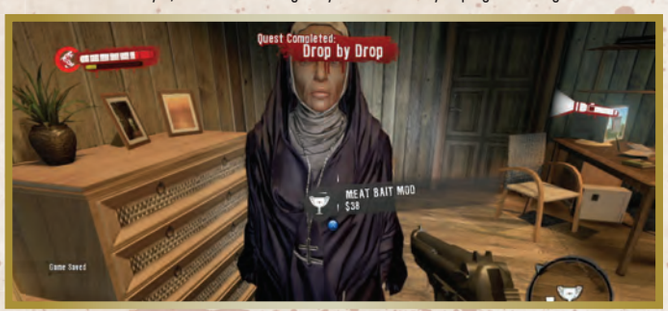
TALK TO MOTHER HELEN.

Head back to Mother Helen at the church **(2)**. She's in her office in the back. She blesses you for a job well done with the water issue. She also informs you that Joseph—one of the flock—wants to offer his assistance with the next quest. And that one begins immediately. Collect your **Meat Bait Mod** from the Mother's chest.

MEAT BAIT MOD

You receive this mod by completing "Drop by Drop" and then taking it from Mother Helen at St. Christopher's Church.

You can hear Sinamoi on the radio in the background talking about that Infected girl back at the resort. Don't head back there yet; this is a continuing story he narrates as you progress through Act II.



SIDEQUESTS UNLOCKED

As you leave Mother Helen after finishing **Drop by Drop**, *Bruno near the Workbench has a quest for you (***Fortress of God***), and Rian has appeared on the pew near Jin. He needs batteries for his* **Divine Light.** *Hugo, near the entrance and behind Theresa, needs help with* **Message to the Masses.** *See Moresby Sidequests and Continuous Events after the Main Quests, for help.*

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Chapter 5: Mixed Blessings

WAY OF SALVATION

REWARD
4500 XP, Cash

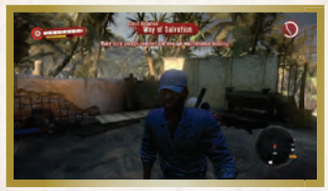
QUEST GIVER
Joseph

DIFFICULTY
Medium

OBJECTIVES
Speak with Joseph.
Make sure Joseph reaches the sewage maintenance building.
Enter the water tower.

SPEAK WITH JOSEPH.

Leave the church and speak to Joseph, who stands outside just a few feet from the door. He explains that the sewage system is the best way to the other side of town. But the water levels are too high and he needs your help getting to the maintenance building so he can take care of that.



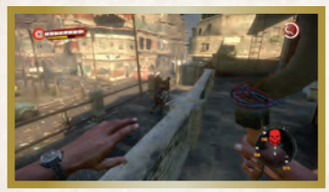
MAKE SURE JOSEPH REACHES THE SEWAGE MAINTENANCE BUILDING.

Follow closely as Joseph tears down the church staircase and bee-lines to the south road. Run ahead of him to fend off the undead that pour out of the concrete-gated yard at the next corner **(18)**. Joseph turns left into an alley and quickly darts into a building **(19)**. He's introducing you to a shortcut to the adjacent alley. It's a good place to lose pursuers or just funnel the horde into a kill zone.

As you exit the building you enter an alley intersection. If you look into the dark alley to your left you'll see a horde of hungry zombies and if you look forward you'll see that Joseph is a pretty fast runner. Catch him. Don't stop to fight or Joseph will get into a bigger mess ahead without you.

Red Skulls

Ahead, only one undead lurks around a corner until you reach a place where Joseph just stops in his tracks **(20)**. If you look over the stairwell you'll see a gang of undead heading your way. Now it's time to fight.



These undead appear on your minimap as red skulls. That means you gotta take 'em out. There are only three of them so it's not a big deal. Throw weapons at the fastest moving ones and then deal with them later when they start to get up again. Once this area is clear, Joseph will move again.

Keep Moving

But all is not safe. Soon more Walkers come runnin' as you reach the bottom of the stairs and hit the street. Don't miss that MedKit at the top of the stairs. It's always there. Chop up the undead while staying at Joseph's heels. Chop and don't look back to see if they get back up **(21)**. If you have a gun, use it. You need a quick kill here so you can keep moving.

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Corner Walker's Checkpoint

Once you're past the big guys, Joseph runs into more trouble, with smaller undead. This next intersection **(22)** is full of Walkers. Slice and chop through them. If Joseph moves, then move with him. If you have Fury, this is a good place for it. This is also a checkpoint and if you die, you'll start back here again. It may interest you that there is a propane tank next to the car closest to your exit from the street.

Corner Shop

There's also a shop at this same corner **(22)**. You can escape for a bit and health up on the Energy Drink Machine inside. There's a weapon chest and you can rob the register while you're at it. And, there's a Fact there.

BANOI HERALD EXCERPT #20

Find this Fact in the corner store (22) on a shelf adjacent to the Energy Drink machine.

Open Market

From the shop corner, Joseph runs through an outdoor market area where you can find some items and a Workbench **(23)** to repair those weapons or to make some new mods. Just know, if you slow down the mob is going to catch up with you.

Follow him down the stairs into the backyard alleyways. Find Molotovs and a MedKit on the dead body at the bottom of the stairs. Fire is a great way to stop the mob that's around the next corner. Or you can avoid them and keep following Joseph as he makes a right at the next alley intersection **(24)**. You run into resistance around this corner too, but knocking a couple off Joseph keeps the both of you moving until you make it to the channel **(25)**.

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Channel Surfing

Sprint through the water **(25)** and watch your back. There's usually a mob waiting behind you as you sprint down the stairs into the murky brown water. If you keep a good pace they won't catch up. If they do, kick 'em back and keep going.

Street Stairs

Exit the channel and follow Joseph through an empty lot. He runs up a set of stairs **(26)** that leads up to a city street. You guys are running across the entire map. Good going, making it this far.

On the street, Joseph jukes left and descends down the slight street hill. But before he reaches the bottom, he turns right behind a wrecked truck and tries to get through some undead to pass through a narrow gateway **(27)**. Protect him. If you don't intend to kill them, then just knock them off Joseph so he can keep moving forward.

ENTER THE WATER TOWER.

Sewage Entrance

Through that narrow gateway is your salvation. The sewage entrance **(28)** is at the end of the walkway on the other side of this silo. After Joseph announces it, the entry switch appears and then you can enter the sewers. When the angry undead mob is nipping at your heels, his words are like sugar kisses. Enter the sewers. This quest is complete. When the sewer loads, you'll be in the quest: **Let the Waters Flow.**

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LET THE WATERS FLOW

REWARD
5000 XP

QUEST GIVER
Joseph

DIFFICULTY
Medium

OBJECTIVES
- Talk to Joseph.
- Cut the water flow to the canals.
- Open the floodgates.
- Clear chamber of enemies.
- Travel through the sewers to the wealthy district.
- Unlock main room gate.

TALK TO JOSEPH.

You survived the streets; now you have to survive the dark sewers. You face many of the same enemies you have on the surface, except soon you will face a floater. These fat guys spit acid, but they're slow. Use dodge techniques when you come face-to-face with one of those. Talk to Joseph **(29)** to start the sewer adventure.

CUT THE WATER FLOW TO THE CANALS.

Head into the water-filled tunnel ahead. Take a right and follow the ladder up to the second-level catwalk. The valves are up there. There's also undead, so clear the walkway before you turn valves. Turn the valves by filling the red gauges. Follow the minimap route to each valve.

OPEN THE FLOODGATES.

After turning the second water valve on the second level catwalk, turn right and drop down to the lower catwalk. Follow the route up the next ladder. Notice the weapon chest on the lower floor behind the ladder. At the top of the ladder, follow the catwalk to the control room **(30)**.

Kill the undead that exit the control room **(30)** and safely eliminate the Suicider in the control room's back room. Now you can take some time to collect items and work on weapons using the Workbench in the back room.

Control Room

Replenish energy, raid the weapon chest, work on your weapons at the Workbench and find the hidden ID Card. Even if you accidentally lost all your weapons just before entering the sewers, there are enough weapon chests scattered around that you can make it through just fine.

ID CARD #046

Find this ID Card on the table in the sewer control room, just after turning off the two water valves.

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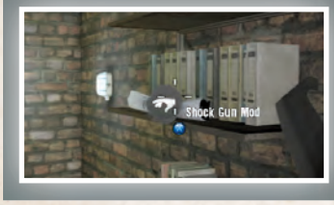
SHOCK GUN MOD



The Shock Gun Mod is on top of the shelf to the right of the Workbench in the control room's back room.

Repair and modify your weapons if you can and then return to the control room **(30)** and activate the floodgate lever. Fill the red gauge and the deed is done. As the floodgates open, the water drains and uncovers a big, nasty Floater. He's gotten back up, too. Be ready for a new kind of battle.

CLEAR CHAMBER OF ENEMIES.

When you exit the control room, two screaming Infected souls come running. They can't get up to your catwalk; they don't climb ladders. Notice a nice-sized wrench on a wall pipe over a gap near the ladder. You can jump to that pipe and grab that big wrench if you need another weapon.

On the lower level is a fuel drum. Stand as far away from that as possible while on the second level while still being able to target select. Do not stand directly over it. Explode the fuel drum with a thrown weapon to take out the two Infected on the first level, then climb the ladder down. Collect your thrown weapon and work your way back across the lower catwalks until you can enter the water chambers to your right.

There are two water-filled chambers on the first level and beside the one is the exit tunnel **(31)** that the Floater and four Walkers are guarding. If you enter the closest chamber to the exit you can find a weapon chest in the back left corner under the water. There's also an explosive barrel at the mouth of this chamber. You could lure some of the remaining Walkers into a trap. From the back of the chamber, throw a weapon at the explosive barrel when the Walkers pass it to get to you.

There are two water-filled chambers on the first level and beside the one is the exit tunnel **(31)** that the Floater and four Walkers are guarding. If you enter the closest chamber to the exit you can find a weapon chest in the back left corner under the water. There's also an explosive barrel at the mouth of this chamber. You could lure some of the remaining Walkers into a trap. From the back of the chamber, throw a weapon at the explosive barrel when the Walkers pass it to get to you.

Floater Battle

If you have Fury, use it to take out the remaining undead, including the Floater. Otherwise, use dodges and attacks from behind on the Floater to avoid the acid spit. It's a slow beast and once you hack at it, the acid spitting is interrupted. So the more you hack, the less it spits and the quicker it dies. Thrown weapons are also a good tactic; just make sure to have enough back-up weapons so you don't leave yourself defenseless.

Tunnel Intersection

After defeating the Floater, head through the exit tunnel **(31)** and remove the blockade (rope) from around a gate. When you reach the next intersection **(32),** consider ignoring the route marker that points left to go right to find a hidden item. It won't be an easy task, but you will also earn more XP.

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Right At First Intersection: Collectible Hunt

Defeat the two walkers as the narrow right tunnel opens into a larger chamber. Take out the undead lying on the ground. He's not dead. There are three short tunnels leading from this chamber **(33)** into the next. There are Infected and toxic Walkers inside the next chamber. A few will come and greet you before you enter, which is good. You don't want to have to face all of the enemies at once.

Use a thrown weapon to take out the Suicider in the next chamber. There's a weapon chest in the last tunnel nook on the right as you enter this Suicider area. There's also a pathway on the side of the room that leads to a lower right corner door. Open this door to find a Workbench room.

Right Tunnel Workbench Room: Collectible

Raid the weapon chest and use this opportunity to fix your weapons using the Workbench. Take the Fact from the Workbench.

BANOI HERALD EXCERPT #24

Find this Fact on the Workbench in the sewers. Head down the right tunnel when the minimap route wants you to go left at the first intersection. The workbench is in a room off the corner of a large chamber with a Suicider inside.

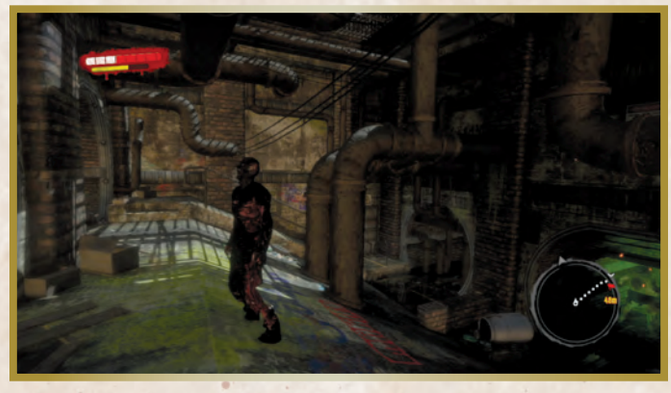
Left Tunnels: Second Floater Battle

Head back to the tunnel intersection **(32)** following the minimap route to get back on track. Push the door open to a long chamber **(34)** filled with traversable water. There are a number of Walkers and a Floater submerged in the water. If you rush out to them and start slashing them up before they can stand up out of the water and attack, then this battle will be a piece of cake; otherwise, you may need to retreat while fighting and throwing weapons. Remember to dodge the Floater's acid spit.

Out of the Floater chamber you come to another intersection. To the left there is a door that leads to an area of no interest, and to the right is the continuing tunnel that the minimap suggests you travel through **(35)**.

Thug

In the next large chamber **(35)**, defeat the Walkers and the Thug. Eventually a Floater may creep into the action from a tunnel farther ahead. Attack the Thug from behind as much as possible. He's slow, so clear the other enemies first by drawing them away from the Thug. Once the area is clear, find the small Workbench room through the open door at the bottom left corner of this chamber. Inside you can find a weapon chest and a Weapon Mod.

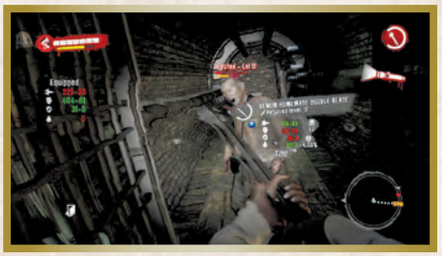


VENOM MOD

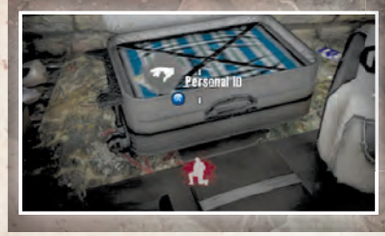
Find the Venom Mod beside the Workbench in the Workbench room in the third large water chamber in the sewers where you encounter a Thug and possibly a Floater and some Walkers.

Use the Workbench and see if you can put the Venom Mod into action. You need Oleander, Detergent, Algae, and Flexible Hose. You can attach this mod to a slew of different sharp weapons. It turns the weapon toxic, like some of those undead out there. If you didn't see the Floater before entering the workbench room, then deal with him when you get out.

Follow the route on the minimap out of this chamber and into a series of interconnected smaller tunnels. There are Walkers, Suiciders, Thugs and Floaters inside these tunnel nooks. There are no hidden collectibles in these tunnels, so just follow the minimap route through this section. The red flag on the minimap leads to a curved tunnel leading out of this crisscross tunnel area. Follow the route and take a left into the first "cell" on your left to find a collectible. Defeat the screaming Infected inside first.



ID CARD #048



Find this ID Card in an open suitcase in the first "cell" you reach on the left side of the tunnel toward the end of the sewers.

As you leave the first "cell" to get the ID Card, check the next cell for a weapon chest. Continue to follow the route **(36)** to reach an open area with a flowing steam and a Workbench room. Along the way, be prepared to deal with an Infected and a Walker. Defeat the undead in this open, steamy area **(37)** and then enter the Workbench room. The door is located in the back left corner of this area (up on a small platform). Sometimes you may encounter a Suicider in this area.

ID CARD #047

Find this ID Card in the first Workbench room you reach after passing ID Card #048's cell location. This is just outside a steam-filled chamber where you fight many Walkers and possibly a Suicider.

Use the Workbench and find the Medium MedKit on the wall near the Workbench room exit. Head back into the sewer area and follow the route on the minimap through the curvy tunnels ahead. The next thing of interest is a Walker rising from the floor. Get the drop on him. Take him out before he gets up.

Next you reach another intersection **(38)**. Head through the doorway on the left; there are no collectibles down the right corridor. There are two undead women lying on the ground in this tunnel. Take them out before they rise to their feet. A Molotov is on the ground next to the closest undead. Pick it up if you can fit it in your inventory. Quickly back up if you hear a Floater. This one is a surprise if it shows up. It stays quiet until you get right up on it. Back up and throw something at it. Push open the door at the end of the tunnel and find the weapon chest.

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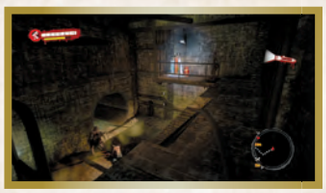
Take a right in the tunnel just outside the weapon chest cell **(39)**. You reach another steam room similar to the last one you were in where you found a Workbench and a collectible. This area is of the same design. Defeat the enemies inside and visit the Workbench in the back left corner. Notice the continuing route is through a doorway **(40)** next to the Workbench room. If you continue to the end of the tunnel here, you reach a dead end with a weapon chest nearby. Use the Workbench and then continue following the route through the next doorway.

Upper-Level Floater Battle

When you push through the door **(40)** and enter the next area, you find yourself on a second-level balcony. A dead guy is at your feet with an ammo pick-up and further ahead, on the opposite side of the room, is a Walker near a propane tank. Down below, over the balcony, is a group of Walkers with a Floater. Defeat the Walker on the balcony, grab the propane tank and throw it over the edge of the balcony at the mob's feet. Throw a weapon at the tank to explode it and all the enemies below.



When you climb down the ladder to reach the lower level where you blew up the Floater, be aware that just around the corner, down the continuing tunnel **(41),** is a Suicider. Take him out before he corners you into a tight spot.

The last chamber has a canal down the middle of it that splits off into two dead-end tunnels to the right. Each dead-end tunnel has running Infected zombies in it. When you pass by those tunnels, the zombies attack. The first tunnel has one Infected and the second has two. Defeat these beasts and proceed to exit the tunnel system by following the route out of this chamber and through the short tunnel ahead where you find an exit **(42)**.

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Chapter 6: Underdogs

HEAD AGAINST THE WALL

REWARD
1000 XP

QUEST GIVER
NA

DIFFICULTY
NA

OBJECTIVES
Go to the town hall and investigate the situation.

GO TO THE TOWN HALL AND INVESTIGATE THE SITUATION.

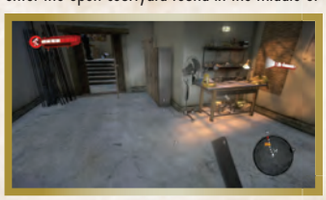
NO COLLECTIBLES

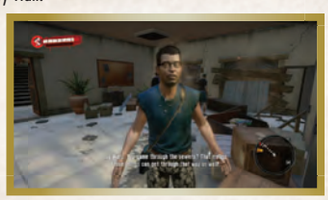
Although it is nice to investigate and gather items and weapons, there's no need to turn the place upside-down for hidden collectibles; there are none inside City Hall at this time.

Sewer Entrance/Workbench Room

You begin this quest inside City Hall in a hallway attached to a small Workbench room. If you turn around, you can see that you can travel back to the sewers if you wish. But there's no reason to do that now.

There are a couple of cops through the next door. They stand guard at the stairwell. Continue into the next room where you'll find Roy Ward, who's concerned that if you made it through the sewers then the Infected can, as well. There's a weapon chest behind him. Veer left out of this room and enter the open courtyard found in the middle of City Hall.





Courtyard

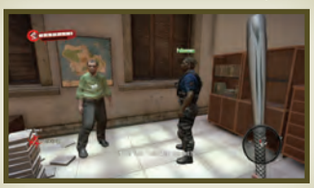
Heading to the Courtyard is a good idea if you want to swap out some bad weapons for good ones. Look on the table beside the cop at the dry-erase board. You can find firearms and good sharp weapons. Swap them out if they are better than yours, and if you can't hold additional weapons. Raid the luggage on the other side of the dry-erase board for money and nice items.

Mayor on Second Floor.

Follow the minimap route to the second floor, beyond a set of lockers on a landing, through an office where Josh stands (you'll meet him a little later in a new location) and into the mayor's office.

ALCOHOL TIP

Before you speak to the mayor, take the **Alcohol** bottles from the floor near his desk. Make them fit into your inventory. Someone downstairs needs them in order for you to progress through this area. If you don't take them before the conversation, then you'll have to come back up here, as a cutscene ends and places you back downstairs in the courtyard.



Talk to Mayor Todd Tanis (old guy with glasses in green shirt) who's standing with a policeman at a city map on the wall. He seems a little upset that you managed to find a way into their fort. He basically tells you, "Go away, I'm busy, kid." They've got no food and he's got better things to do than mess with you.

Cutscene

After the conversation with the mayor, a cutscene shows the gang all together at City Hall, except for Jin who is driving the armored truck. Your team decides it's time to forget the cops; they're not helping. They want to leave Sinamoi behind and find The Voice on the radio. Logan calls Jin and tells her to meet them at the sewer exit. But Jin is calling the shots now since she has the transportation. She wants to help everyone before they find The Voice. They all agree to help everyone but these cops. Jin agrees to meet them at the sewer exit.

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MARKET JOURNEY

REWARD
5000 XP

QUEST GIVER
Josh

DIFFICULTY
Hard

OBJECTIVES
- Find guard watching sewers entrance.
- Bribe guard to get into sewers.
- Find a way to the supermarket.
- Get to the Marketplace through the sewers.
- Get out of the cellars.
- Get through to the main hall.
- Find an alternative entrance to the warehouse.
- Kill the gang members from the Marketplace.

FIND GUARD WATCHING SEWERS ENTRANCE.

After the cutscene where the team talks to Jin over the walkie-talkie, you begin in the courtyard, and "Market Journey" is active. You must find the guard watching the sewers entrance. If you do not have alcohol for him, return to the mayor's office and get it now.

Josh

The minimap route first takes you to Josh. He's moved, like we said. You can now find him in the high stairwell (follow the minimap). He said he heard you talking to the mayor and he can help you find what you need. He tells you about the Market and the gang that has overrun it. Take the job "Market Journey" and he'll tell you to see the guard at the door to the sewers that will take you directly to the Market.

BRIBE GUARD TO GET INTO SEWERS.

Guard on Duty

Follow the minimap route to the bottom of the same set of stairs where you found Josh. Talk to the policeman at the door to start the Sidequest: **Guard on Duty.** Don't bother paging down to our Sidequests help; just give the guard some Alcohol from the mayor's office to complete the sidequest.

Through the door is a utility room with a Workbench. Use it to repair, upgrade and make mods to your weapons before you head back into the sewers.

New Quest:
Guard on duty
Policeman: I'm not supposed to let anybody by, but I could turn a blind eye if you could do something for me.
Skip

FIND A WAY TO THE SUPERMARKET.

Sewers

Find an Energy Drink next to a lying zombie in the first tunnel in the sewer **(43)**. Slice the lying undead or jump on his head (if you have that Skill). Through the next door is a green, murky-water-filled tunnel. A Suicider appears nearby. Wait to make your explosive attack until another Walker or two get within explosion range and then let them have it.

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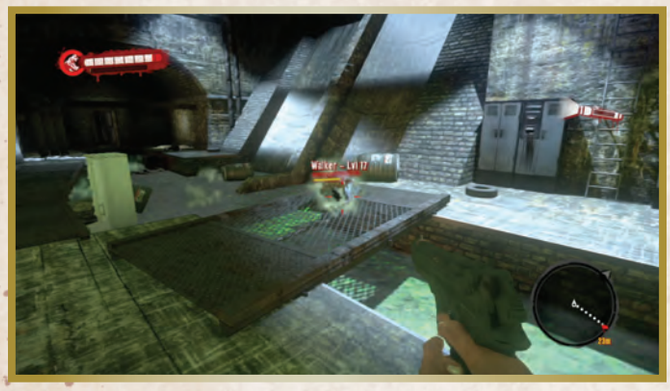
Do not walk in this murky water: it is toxic. Follow the pathway on the right side of the chamber to get through the room. At the other end is a refrigerator sticking out of the water. Find Energy Drinks inside.

There are two lying Walkers along this pathway, so deal with them before they get up. You'll hear another Suicider in the area, but he cannot be seen yet. Climb the ladder on the left side of the tunnel to find a collectible.

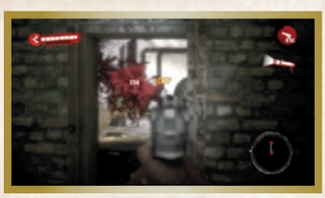


ID CARD #049

Find this card up on a small ledge reached by ladder in the toxic-water-filled tunnel in the sewers on your way to the Market. Kill the undead playing dead sitting next to the toolbox where the card is found.

Take the propane tank from beside the ID Card and throw it over the edge of the ledge you're on. If it lands in the muck, that's okay; you can reach it from the sides of the walkway. Once on the bottom floor, pick it up and throw it at the exit door so you can take it into the next room after you open the door **(44)**. Kill the lying undead on the floor near the energy items.

Open the door **(44)** and shoot or throw a weapon at the large fuel tank to the right of the Suicider in the next tunnel. This will wipe out everything in that area. Sometimes there will be no enemies here.



Once inside this tunnel, you may find another Suicider and Walkers around the corner near the next doorway. If so, explode the Suicider or throw the propane tank down there and explode that to take out whatever is down there.

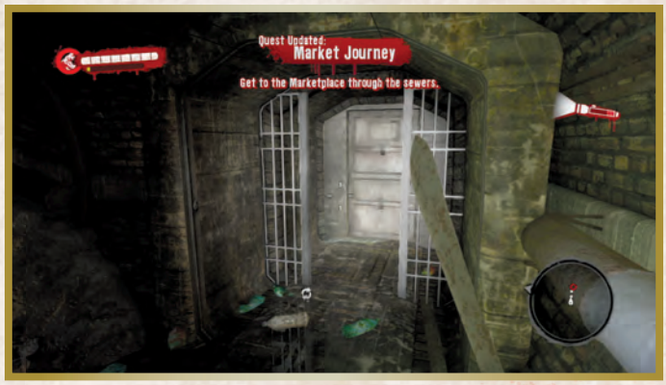
Find the weapon chest back where the explosive barrel was located and then exit this room through the only connecting tunnel. When you open the next door, you usually find a Suicider in most any scenario. Destroy it and enter the next intersection **(45)**.

There's a door to your left that leads to a filled tunnel (nothing) and to your right are a couple routes into a larger chamber nearby. You will hear screaming Infected heading your way. The first opening is blocked by low pipes, but eventually the undead will learn to duck. This takes time for them to realize, so crouch near the low pipes and let the undead hit their heads there while you slice their legs off. They cannot enter through the second tunnel, as it is completely blocked by a partition.

The continuing tunnel **(45)** to the nearby exit is through the back left tunnel in this new chamber. Before you go there, visit the Workbench room in the forward right corner. There are no collectibles there but you can get your weapons right before you enter the Market.

GET TO THE MARKET THROUGH THE SEWERS.

When you are done with your weapons and have looted the chest in the Workbench room and the one in the middle dead-end tunnel near the exit, leave through the back left tunnel, kill the lying undead there and exit the sewers through the large metal door at the end.



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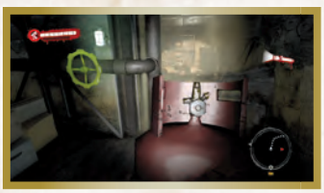
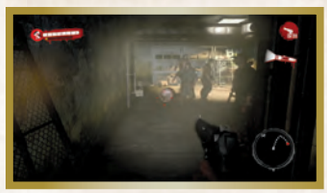
GET OUT OF THE CELLARS.

Market Fast Travel

From out of the sewers you crawl into a back room **(46)** in the market cellars. There's a Fast Travel on the map if want to go someplace distant in a jiffy. There's a weapon chest and a door. Through the doorway is a long, winding, cluttered cellar throughway with undead around every corner.

Turn off the steam and shoot the propane tank inside the next area near the feasting Walkers. If you can't get the angle and distance on it to be safe, go back for the propane just outside the room you just left. Use a propane tank in the following section of the hallway to destroy the Thug and it's friends.

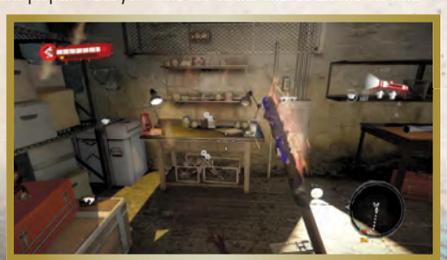




The explosion will wake up a few distant undead and a couple will come running. Throw something at their heads to stop them. Or shoot them. This room **(47)** also has an attached Workbench room to the left and the continuing hallway is to the right **(48)**. There are more undead that way, so drop into the Workbench room.

Workbench Room

The Workbench room **(47)** is chock-full of goodies. There are all sorts of great items in here like wire and ammo, and there's another propane tank you could use on the undead around the next corner. Use the Workbench to shine up your weapons. And don't miss the Deobomb Mod on the table to the right of the Workbench.



DEOBOMB MOD

This mod is in the Workbench room in the Market cellar. You reach this in "Market Journey."

Once you are done in the Workbench room, take the propane from the room and follow the minimap marker to the ping-pong-table. Throw the tank into the undead feasting ahead and blow them up. If you no longer have the propane, throw something at the feasting undead and then be prepared to take down three to four screaming Infected that come running around the corner. Consider using Fury here.

From here you follow the minimap route to the stairwell (make sure you check under the stairs). At the top of the stairs **(49)** you see a standing Walker leaning against a doorjamb. You can't target select him; go at him swinging so he doesn't jump on you.

BANOI HERALD EXCERPT #25

Find this Fact is leaning on a bookshelf in the manager's office area.

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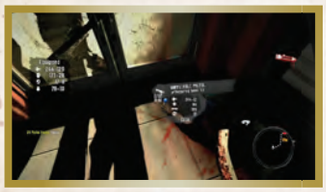
Market

You have reached the first floor stockroom. Ahead you see undead lit up behind locked glass doors. Take the firearm from the dead policeman near the door. Select this or another firearm. From here on out, this is a shooting challenge…unless you run out of ammo.

GET THROUGH TO THE MAIN HALL.

Around the next corner is another dead policeman. At the end of the hallway are a couple of dead policemen who slowly become animated the longer you hang around there. This last cop has the best gun. Take his weapon. Shoot the two undead policemen that raise to their feet as you loot their gear. There's a lockpick weapon chest at the end **(50)** of this hallway, too.

At the end of this hallway, when you turn around to head back the way you came, you'll see an unlocked room to your right. This is an office full of goodies. Enter it. There's money, Energy Drinks…oh, and a Personal ID.



ID CARD #053

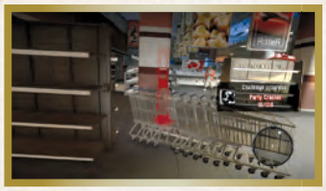
This card is in an office in the back of the Market stockroom. You get here after leaving the cellar and just before the first gun battle.

Before you leave the office, find and raid the safe in the wall behind the painting. Now leave the room and head into the market through the next door (follow the minimap route).

Market Shootout

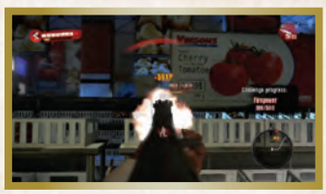
Break down the double doors and you'll find yourself face-to-face with the gang that calls this place home. Use the shelf on your left and the shopping carts ahead as cover. You can take out half of the enemies in here by standing your ground right here **(51)** and letting them come to you, instead of you possibly exposing an uncovered side as you go hunt for them in the market aisles.

As soon as the skull icons begin moving toward your position on the minimap, crouch down between the end of the shelf and the shopping carts. Focus your sights on the passage to your right between the building column and the water bottle shelf. Every enemy that is going to move in this wave is going to funnel up there, but at an easy pace. Pick them off one at a time as they appear.



Move out further behind the shopping carts to get the right angle on the enemies behind the column. After about the fifth one to fall into your trap, look to the aisles over the shopping carts to your left. There's a possibility you can get a reticule on the gang members over there. But they are covered pretty well.

When no more enemies are moving toward you, rush over to the produce area to your left. Gun down the enemy behind the tomato sign and then swivel right and follow the route perfectly to end up at the front of the market near the checkout lines. Shoot the two enemies that get caught uncovered at the front of the store.



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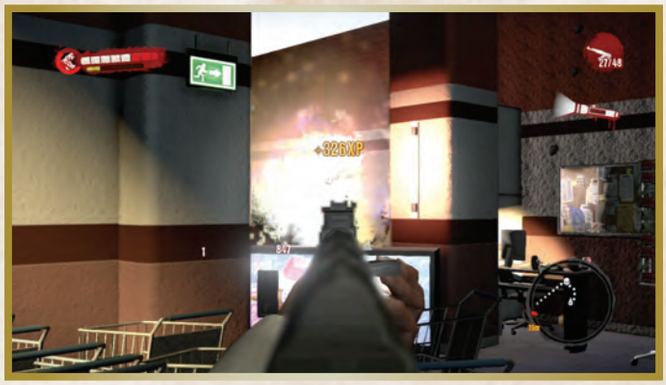
Make sure when the smoke settles that you rob these registers in the market. There's a third gunman behind the manager's cubicle. Stay covered behind a food conveyor in the checkout line. Shoot his head when it pokes above the cubicle.

When you approach the manager's cubicle **(52)**, a nearby drink machine gets knocked over and a couple of enemies move in and use it for cover while they start shooting. Move to the left to use the wall near the overturned drink machine as cover. Shoot the fire extinguisher on the wall behind their heads to create a very large explosion. That'll do it.



ID CARD #054

This card is on the desk in the manager's cubicle at the front of the market floor near the checkout lines. Make sure to loot the entire market floor for great items and mucho money.

BANOI HERALD EXCERPT #27

Find this Fact on the table in the cafeteria. This is found just after leaving the market floor shootout in "Market Journey."

Head beyond the overturned drink machine and enter the following hallways. When you reach the end of the next hallway **(53)**, the door slams behind the running gang members. For the moment you have no place to go. When you hear another metal clanging sound, the double green doors behind you on your left when you pivot around can now be broken down.

There's a functioning drink machine in the cafeteria and a lockpick weapon chest. Push open the door to the next room **(54)** and gun down the lady in the back who is getting to her feet. Head to the back of this office and shoot the policeman's body. It'll get up if you don't. In here, you can find another Fact.

Cafeteria

Shoot the undead guy lying on the table in the cafeteria. If you don't, he'll jump on you. Take the Fact from the table on the other side of the room.

BANOI HERALD EXCERPT #26

Find this Fact on the bookshelf near the lying undead in the back of the room that is adjacent to the cafeteria. This is just after the market floor shootout in **Market Journey**.

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Cart Return

Push through the next set of double doors and you reach the demolished market entrance (cart return) **(54)**. There's a Ram and a big fire in this room. As you fight the Ram, more Walkers will push through the fire created by a truck that looks like yours, smashed through the side of the building. Is that Jin helping you out? Shoot the Walkers and dodge the Ram so he catches on fire a couple times and shoot him in the back of the head when he is stunned.

In the corner to the left of the fire you can find a very nice machete. Just shoot the undead sitting near it first. Follow the minimap route around the corner and break down the door next to the drink machine.

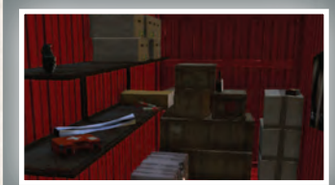
FIND AN ALTERNATIVE ENTRANCE TO THE WAREHOUSE.

When you push through the double doors you find survivors in a storage room. They offer no Sidequests; push forward to the next door. Notice the propane tank to the right of the door. You can use this soon. Through the next door is the warehouse full of gunmen.

Open the door to the warehouse **(55)** and begin firing at the two enemies that appear in front of you. See if you can take one or both of them out as you retreat back into the room behind you for cover. You can use the propane tank to overcome their cover.

Work your way through the warehouse using your minimap as a guide to revealing enemy positions. Move forward slowly and as you take out nearby targets. Look for more explosive containers to help you destroy the gang members more quickly. If for some reason you run out of bullets, use your Fury. Once the entire warehouse is clear, find the Weapon Mod near the exit (the pallet jack handle).

STRIKER GUN MOD



Find this mod rolled up and sitting on a stack of crates in the back left corner of the final warehouse battle room. It's next to a weapon chest and to the left of the quest-ending pallet jack handle in **Market Journey**.

Search the exit area carefully as you can find weapon chests in an open truck trailer and in the break room next to the drink machine. Once you are done pillaging the warehouse, activate the switch on the pallet jack to exit the market. In a cutscene you see our team escaping a mob of undead by taking to the sewers again.

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Chapter 7: "Invitation Only"

BITTER RETURN

REWARD
6500 XP

QUEST GIVER
Jin

DIFFICULTY
Easy

OBJECTIVES
Get back to City Hall.
Find a way to reach City Hall exit.
Escape from City Hall.
Find a way to slums.
Return to the church.

GET BACK TO CITY HALL.

Sewers

Exiting the market places you back in the previous sewer, now heading in the opposite direction **(56).** You'll go through the same areas you did before, only now hitting them in reverse order. If you got the ID Card 049 the first time through then you can concentrate on just busting back through the way you came and deal with similar enemies in similar places. When you reach the exit **(57)** you'll find yourself back at City Hall.

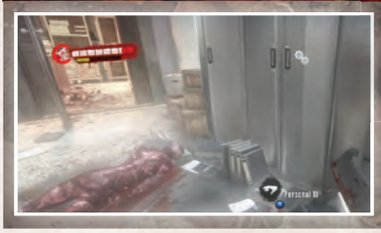
CITY HALL PART II

FIND A WAY TO REACH CITY HALL EXIT.

When you return to Town Square **(58)**, you enter the Workbench room from the sewers. Raid the weapon chests and repair your weapons. Push open the door to the stairwell to find that the undead have breached security. There are collectible items to find here this time.

Defeat the Walker on the first landing on the stairwell. When you reach the second floor you find a door open on the right that leads to the balcony.

ID CARD #051



This card is on the floor in front of some lockers on the second floor stairwell landing.

Head out on the balcony **(59)** and walk over the debris ramp. Notice the Ram and the Walkers in the courtyard below. If you have explosives, toss them over the balcony and defeat the Ram while you have the height advantage.

Move over the ramp on the balcony and kill the lying cop ahead. Take his grenade. If there is still movement below in the courtyard, toss the grenade down there and finish it off. Kill one more lying Infected on the ground as you make your way all the way around the balcony to the adjacent corner where you started out. Break the door down to get back in the building **(60)**.

You enter a stairwell and two screaming Infected come running from both upstairs and downstairs. Throw weapons at their heads to stop them.

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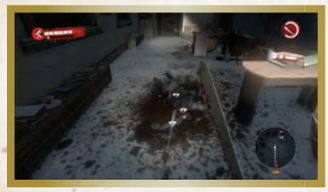
(60) While continuing to following the minimap route on the second floor, break open the next door And defeat the Suicider just feet away from you as you enter the room. Or you could allow him to implode as he's in the process of doing when you see him—just back out of the room to keep safe. Defeat the cop Walker on the floor, also in the long office.

Head out the next door on your left and you'll find yourself on a balcony above the front door. Defeat the Walker, then take the large stationary gun in your hand and start blasting zombies and explosives out in the street. Use the Throw button to look through the irn sights. Be careful: an undead often comes up from behind while you're shooting.

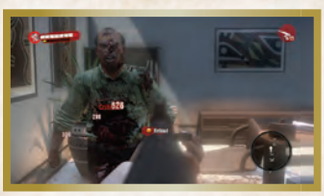
When you've had your fun with the gun, collect any ammo or health you can from the balcony and break down the next door, heading for the mayor's office.



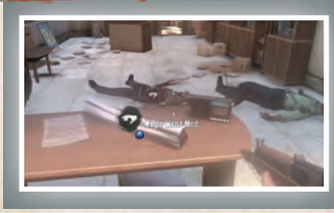
Mayor's Office: Infected Todd

Gun down the two undead policemen feasting on the body in the middle of the waiting room floor **(61)**. The next room to the left is the mayor's office and the mayor is one, big, mean zombie. He's like a Thug. Throw stuff and shoot him until he goes down. Consider tossing Molotovs or grenades or using Fury on him.

Take the **Mayor's Universal Key** from the dead mayor. This completes a sidequest, "Big Daddy, Where Are You?" Also make sure to raid the safe under his desk and find the Weapon Mod on the desk.



MAGIC WAND MOD



Find this mod rolled up and sitting on the mayor's desk on the return trip to City Hall in "Bitter Return."

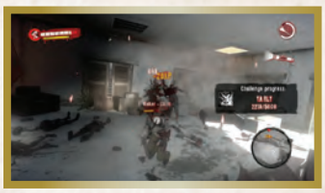
FIND A WAY TO REACH CITY HALL EXIT.

Leave the office and head back the way you came, across the outdoor balcony and into the long office where you found the lying cop. Another undead appears in this room, no matter whether you were closing doors behind you or not. Do not follow the minimap route out of this long office. Instead, enter the office **(62)** in the back right corner; previously, the door back there could not be opened.

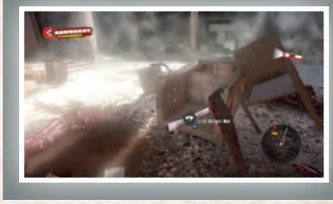
ID CARD #052

This card can be found on a desk in an office attached to the long office on the second floor, reached just after defeating the Infected mayor.

Instead of following the minimap route all the way to the cellar to exit, try taking a quick detour to get a weapon mod. Break open the rickety door on the first floor and kill the undead in the foyer (with the destroyed front door where you can wander outside a little ways). Then head into the courtyard and find a Weapon Mod on the overturned desk in the middle of the courtyard. Expect a few Walkers if you haven't already taken care of them.



PRIDE SHOTGUN MOD



Find this mod rolled up and sitting on the bottom of the overturned desk in the middle of the courtyard. This is in City Hall Part II during "Bitter Return."

Continue following the minimap route down the correct stairwell to reach the cellar level and enter the Workbench room. Defeat the Thug, then use the Workbench before reentering the sewers. Notice the ID Card on the corkboard next to the Workbench. After getting the card, pass through the doorway to enter the sewers once again.

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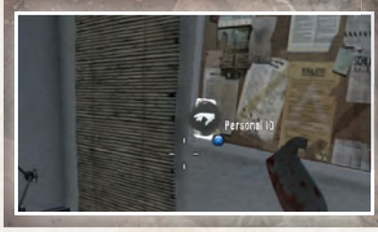
ID CARD #050



This card is on the pin-up board hanging next to the Workbench in the last room in City Hall on your return to the sewers in "Bitter Return."

FIND A WAY TO SLUMS.

Sewers

Yes, you're heading through the sewers again. This is the last time for a while, but this adventure through the sewers is the toughest so far. You have to make it through the entire sewer system without a checkpoint. So, if you die, you start all the way back at the beginning again. Each time you fail, some of the enemies you've defeated may or may not be gone, plus you may even see some new ones that weren't there during your previous attempt. Take it slow and fight smart. Use every Workbench you reach to keep your weapons in shape.

If you have already collected all the hidden collectibles in the sewers on previous trips, you will not find any new ones on this return trip. This is a long trip through the tunnels, but all you have to do is follow the minimap route and you'll make it through.

There are a couple sections in this challenge where it seems the enemies are overwhelming. Try using Meat Bait and just keep running and dodging the enemies until you reach a tunnel with a door. Once you make it through the door, turn around quickly and close it so you don't have to worry about the mob of undead following you. However, if you don't fight, you don't level up and this sewer trip is a great opportunity for leveling up.

RETURN TO THE CHURCH.

The exit is at the top of a slope in the last sewer section. The daylight streaming in through the barred doorways will be a sight for sore eyes. The exit is labeled "Travel to Church." When you regain control in Moresby, you find yourself in the canal at the sewer exit **(63)** just around the corner from the church.

This mission is complete when you enter the church and approach the front pulpit area near the Workbench. Enjoy that 6500 XP award. "Lady in Trouble" begins automatically as you complete this quest. Visit Mother Helen in her office to get the details. You should consider completing other church-related Sidequests now.

SIDEQUEST TIP

A few of these Sidequests take you to the same general area of the city. Always accept Sidequests when offered and look at their first objective's destination by selecting the quest in the Quest Menu and compare it with others. Plot your course through the city so you can do multiple quests in similar areas.

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LADY IN TROUBLE

REWARD
5000 XP

QUEST GIVER
Mother Helen

DIFFICULTY
Medium

OBJECTIVES
- Talk to Mother Helen about Jin.
- Find Jin and Joseph near police station.
- Talk to Joseph.
- Find your way through sewers to police station.
- Find entrance to police station underground parking.
- Locate and rescue Jin.
- Eliminate all punks.
- Talk to Jin.

TALK TO MOTHER HELEN ABOUT JIN.

We suggest completing as many of the Sidequests in Moresby as possible before moving forward with the main quests. Once you've done about all you can do, return to Mother Helen in her office in St. Christopher's Church **(2)** to begin this Main Quest. Helen explains that punks have taken over the police station and that Jin and Joseph delivered food there and they have not been heard from since.

FIND JIN AND JOSEPH NEAR THE POLICE STATION.

After speaking with Helen, get your weapons in shape at the Workbench and then exit the church. You'll find Joseph at the foot of the long staircase to the parking lot **(1)**. Talk to Joseph.

TALK TO JOSEPH.

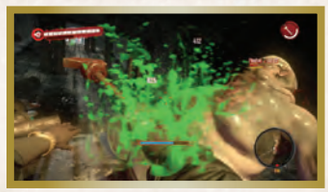
Joseph said it was Jin's idea to help those at the police station. They were drunk and took Jin captive, knocked him out, and threw him over the wall. He believes she's still alive. They wanted to keep her. He says you have to go through the sewers to get inside the police station.

FIND YOUR WAY THROUGH SEWERS TO POLICE STATION.

Sewers to Police Station

After entering the sewer **(63),** your first task is to get beyond a Floater in the first tunnel intersection. Molotovs are always very helpful on Floaters and anyone squirted with their flammable vomit.

If you have already been through these tunnels and have collected all the Collectibles, then you will not find any this time through. This is your umpteenth time through the sewers, so you know how to survive them. Each character usually discovers his or her close combat skills with time spent in the sewers.



LOCATE AND RESCUE JIN.

Simply follow the minimap route through the tunnels to make your way through without getting lost. It's a short trek and a fairly easy one compared to those in your past.

GET OUT OF THE BASEMENT. LOCATE AND RESCUE JIN.

Police Station

Basement Parking Garage

You begin your exploration through the police station in the underground parking garage **(100)**. The floor is flooded in areas. And a puddle on the right side of the garage is flowing with electricity. An open power line is making contact with the water. It damages you slowly but really paralyzes the undead.

Near the stairwell entrance in the back left corner, find a recording next to the dead officer.

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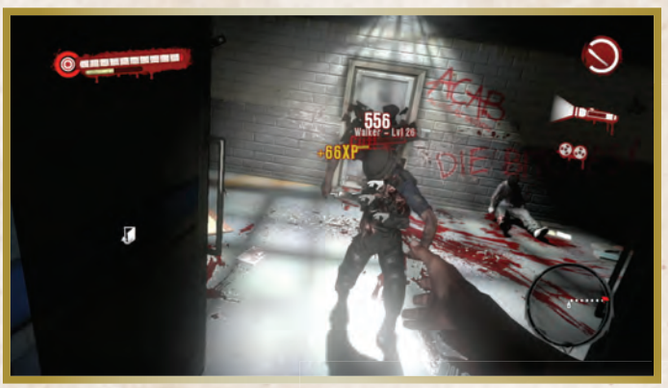
TAPE #06 A CITY IN RUINS

Find this recording on the floor of the police station garage near a dead officer. This is near the stairwell entrance to the police station.

Open the stairwell doors in front of the downed officer's truck. Defeat the noxious cop Walker feasting on a dead body at the foot of the stairs **(101)**. Find Energy Drinks on some oddly placed file cabinets on the right.

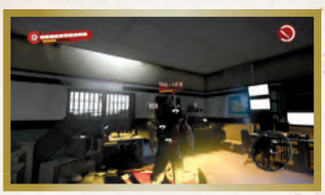
First Floor

Head up the stairs and push open the double doors. A dead body and a bloody message on the wall behind it are the first things you see. There are two cop Walkers to your left down the hall. Deal with them.

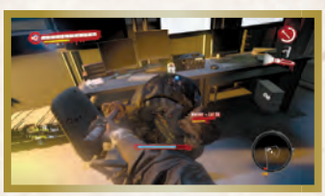


Security Room

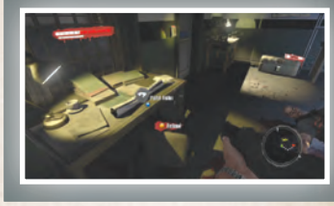
Break open the security room **(102)** door at the end of the hallway to the right (where the jail cages begin). Defeat the Thug inside this room.



Be careful as you explore the security room. When you approach the dead cop in the control chair on the right side of the room, he jumps up and tries to eat you. Hit him before he has a chance to jump up. Be quick and put him on the ground without wrestling with him. Notice there is a Workbench in this room. Use it. You can also find a Fast Travel map on the wall beside the Workbench.



PISTOL AMMO MOD



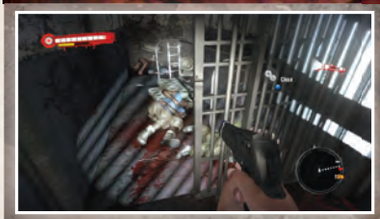
The Pistol Ammo mod can be found in the security office on the first floor of the Police Station. The mod is located on a desk near the workbench. Defeat the Thug and the undead pretending to be dead in this room to get the mod safely.

Jail Cells

Raid the room then exit it through the door you entered. Open the hallway cell door and defeat the Suicider and the Walker cop at the hallway corner. Taking out the Suicider may do both jobs for you if they are in close vicinity of each other when the Suicider explodes.

It's a good idea to clear the undead in the jail cell area **(103)** before spending time exploring one particular hallway. Most of the cells are currently locked up. Find an ID Card in the open cell with the dead guys in it at the end of the right hallway branch.

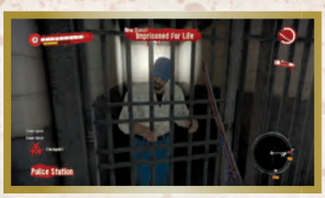
ID CARD #056

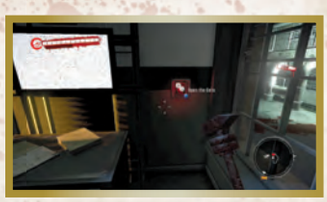


Find this card in a cell full of dead bodies with names. The card is on the floor beyond Bill's body. This is in the police station cells accessible before opening the cell doors.

After you grab this card, Walkers will seek you out if you have not already cleared the connecting hallways. At the end of the main cell hallway is a living, Uninfected police officer in plain clothes in one of the cells on the right side. His name is Reza. Talk to him and he'll give you a Sidequest that you should go ahead and complete right now. He offers you: **Imprisoned for Life**.

Reza gives you a key to use in the control panel to unlock all the cell doors. This will free him. Take the key and head back to the security room down the hallway you just came down. In the security room **(102)**, you'll find the control panel in a small nook in the right corner as you enter. Activate this switch to unlock the cells.





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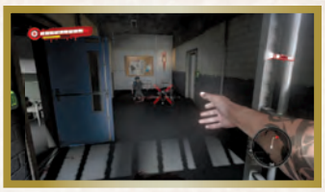
TALK TO REZA.

Return to Reza and speak with him to finish this quick Sidequest. He gives you XP and a Police Baton.

Follow the route on the minimap to the end of a connecting hallway and push open the barred doorway. Defeat the two feasting cop Walkers just beyond an open room on your left. Inside this open observation room **(104)** on the left is a hidden Fact. Notice the undead cop trapped in the interrogation room, seen through the two-way mirror in this room.



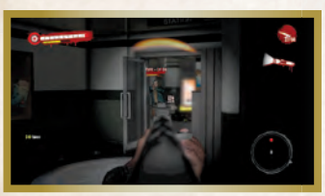
BANOI HERALD EXCERPT #29

This fact is on a table in the observation room **(104)** where you can look into the inaccessible interrogation through a two-way mirror in the police station.

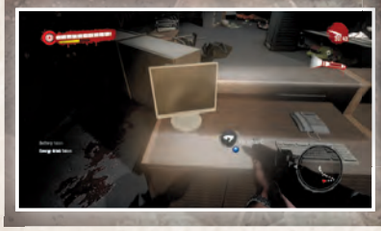
Break down the door across the hallway from this open observation room. Once in the office section **(105)** you reach a new objective. A punk is seen running to the right through a hallway connecting this new room.

ELIMINATE ALL PUNKS.

Defeat the punks that occupy the office area **(106)** and connecting hallways ahead. They appear as red skull icons on the minimap, making them easy to hunt down. Use cover as you pick them off. Punks hardly ever fully cover all their body parts. Shoot what you can to make them break cover and then finish them off. Or shoot their exposed areas repetitively. Headshots are always key for a quick takedown.



ID CARD #055



This card is in the secretarial office **(106)** in the police station. The card is on the reception-type desk near the stairwell that leads to the second floor.

Second Floor: Police Station Offices

Head up the stairs in the stairwell **(107)** connected to the secretarial office. Once upstairs, shoot any punks you can see down the hallway taking cover behind shelving furniture and filing cabinets.

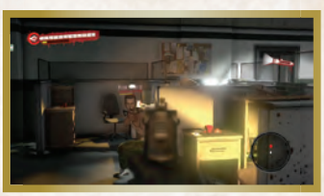
Move through the connecting rooms on the right side of the passageway while clearing the Punks along the way. Find a Fact in the second room **(108)** on the right.

BANOI HERALD EXCERPT #28

This Fact is on a metal table in the second open room on the right on the second floor of the police station. A punk guards this item.

When you reach the office with the cubicles **(109)**, don't be distracted by all the items around (batteries from computers and countless health items); instead focus on taking out the remaining punks. The only collectible is in a distant room. Use the cubicles for cover as you meticulously move through the room eliminating punks.

Next you'll reach a hallway partially barricaded with a couple of punks trying to hold it down. Shoot 'em or burn 'em, but move on through. Next you'll come to a very square storage room **(110)** where you can find weapon chests and other items. Break down the door in this storage room to reach another short hallway.



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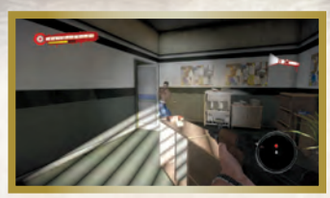
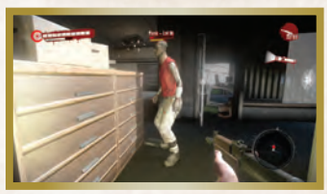
The hallway is littered with dead but they are not your worry now. As you move through the room a punk will jump out of a room to your left and start shooting. Gun him down quickly. Enter the final cubicle office **(111)** through that open doorway.

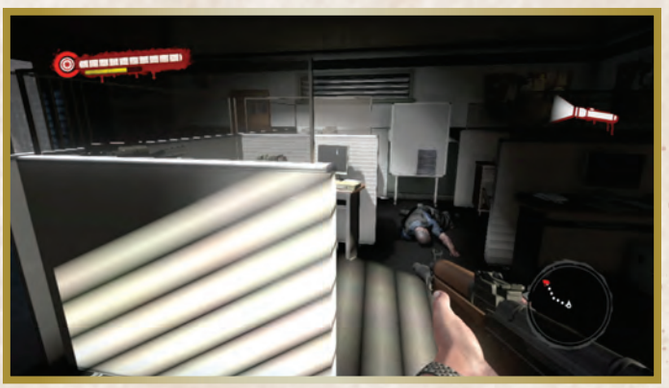


Final Office

Clear this room as you have the previous ones. There are three enemies toward the back of the room. Eliminate them and another two enemies are picked up on radar. There are two remaining punks in the glass-enclosed office in the back and the final cubicle nook in the back right corner of the room. Move forward using the many objects for cover and just take them by surprise.



Explore the last cubicle section. There's usually a cop lying dead next to the adjacent last two cubicles. This cop comes to life most of the time. Shoot him before you walk up to the last cube on the left to find a Collectible.



ID CARD #057

Find this ID Card in the last cubicle in the final office in the police station. A dead cop that comes to undead life is positioned directly next to the card.

Enter the glass-enclosed office, obviously used by the head of the force. Raid the offices and then continue the story by choosing to open the door beside the desk in this nice office. Follow the route on the minimap to find this door. In a cutscene, you will find Jin safe. Everyone decides to take the supplies to the resort.

TALK TO JIN

MORESBY: CHURCH PARKING LOT

You leave the police station and end up in the church parking lot with Jin and the truck beside her. Talk to Jin to complete **Lady in Trouble**. **Faith Will Move Mountains** begins immediately.

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Chapter 8: No Good Deed

FAITH WILL MOVE MOUNTAINS

REWARD

Mace

QUEST GIVER

NA

DIFFICULTY

NA

OBJECTIVES

Share some of the supplies with the people in the church.

Quest Completed:
Faith will Move Mountains
Equipped
375+229
396+196
29+12
70+9
WORN EXHAUSTING MACE
Required level: 25
$393
Sinamoi: Sinamoi here. Things are no better. The girl's death did nothing to ease the tension. People are at each other's throats. We need you to come through. We're starving here...

SHARE SOME OF THE SUPPLIES WITH THE PEOPLE IN THE CHURCH.

You receive this quest automatically after completing "Lady in Trouble" by talking to Jin, standing in the St. Christopher's Church parking lot. There is a new quest giver in the church. See Tim **(M)** near the altar area when you get a chance. He gives you **Matter of Justice** and then **Judgement Day.**

Speak to Mother Helen in her office and she'll congratulate you on rescuing Jin. Talking to Helen completes this mission and Mother Helen gives you a new Mace and a new quest, **It's Never Too Late.**

IT'S NEVER TOO LATE

REWARD

5500 XP

QUEST GIVER

Sinamoi

DIFFICULTY

Easy

OBJECTIVES

Drive armored truck with food, medicine and weapons to lifeguard tower.

DRIVE ARMORED TRUCK WITH FOOD, MEDICINE AND WEAPONS TO LIFEGUARD TOWER.

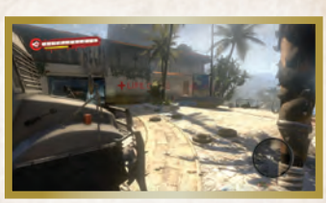
Speak to Mother Helen at St. Christopher's Church **(2)** after completing "Faith Will Move Mountains" and this mission will begin automatically after Sinamoi is done talking on the CB radio in her office. Meanwhile, Mother Helen will ask you to take care of some more tasks around the church and give you **Bury the Dead.**

To continue this quest, join Jin in the church parking lot and enter the armored truck to take it to the resort.

Resort

MAPS SWITCHEROO

Refer to the Act I Resort map to follow the map callouts we've included in the walkthrough.



You begin your trek through the resort at the tunnel entrance **(37)** near Tunnel Gas Station. Get in the truck and run over zombies. Follow the minimap route all the way to the lighthouse **(9)**. Get out of the truck to complete the quest and to end chapter 7.

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BIRD ON THE ROOF

REWARD
6000 XP

QUEST GIVER
Sinamoi

DIFFICULTY
Medium

OBJECTIVES
Talk to Sinamoi.
Get to the hotel's roof.

TALK TO SINAMOI.

When you arrive at the lifeguard tower **(9)** with the armored truck from Moresby, talk to Sinamoi at the garage. He's very pleased and claims your achievement buys them a couple more weeks of survival until a rescue.

Sinamoi says the radio wasn't strong enough to work and Dominic and a few others went to the hotel to try the antenna there. No word yet. That was two days ago.

GET TO THE HOTEL'S ROOF.

Sinamoi wants you to find Dominic, hoping he is alive since he is the only one who can get the antenna up and running. Use the workbench in the garage and then drive the armored truck to the Hotel's main entrance **(41)**.

A cutscene plays as you go for the door at the entrance to the hotel. The team waits for a voice over the hotel radio. Logan reaches The Voice. He tells them he can get them off the island but first they have to come to the prison island he's controlling. The Voice says you need a guide to take you through the floating mines around the prison island. He mentions the smuggler, Mowen. He says he knows the way. When the quest completes, you find yourself outside the entrance of the hotel **(41)** again. Home Sweet Home begins immediately.

Press to skip this cutscene
The Voice: There's no point. This is Banoi. The ghosts are surrounded by minefields. You have to find a guide. Through to the bunkers inland to Mingende and find a smuggler called Mowen. He knows the way.

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HOME SWEET HOME

REWARD
NA

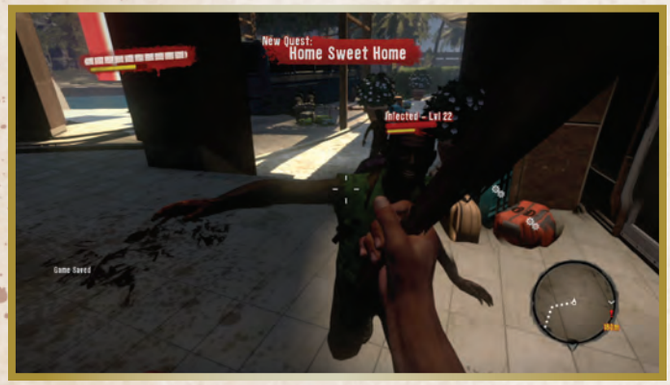
QUEST GIVER
The Voice

DIFFICULTY
Medium

OBJECTIVES
Talk to Mike.
Get a bomb from Mike.
Talk to Jin.

TALK TO MIKE.

After leaving the hotel to complete "Bird on the Roof," you need to find the truck you drove here or trek through the hotel pool section for a shortcut to the lifeguard tower. Once there, talk to Molotov Mike. He's where he always is, next to the lifeguard control tower. He says the fastest way to the jungle is through the tunnel. He warns you about Afran and Matutero. Stone-cold killers there in the jungle. He knows you can get to the jungle through a bunker, but first you need explosives. Mike says he's got them from the helicopter crash and hands you the bomb after the conversation.



GET A BOMB FROM MIKE.

Talk to Mike to get the bomb. He tells you to bring someone with you, fearing you could get lost in the jungle. Your next stop is Jin, who is outside the tower near the parked armored truck. This is the end of this quest. Agree to take Jin's quest **Devastator.**

Jin: My mother said she used to play inside them before they were sealed. If we can get one of them open we can head inland.
Skip

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DEVASTATOR

REWARD

6000 XP

QUEST GIVER

Jin

DIFFICULTY

Hard

OBJECTIVES

Drive truck with Jin to the Jungle Tunnel.
Talk to Jin.
Protect Jin on the way to the bunker.
Blow up the entrance to the old bunker.
Get a safe distance away.

DRIVE TRUCK WITH JIN TO THE JUNGLE TUNNEL.

Talk to Jin after getting the bomb from Mike in "Home Sweet Home." Jin is in the Lifeguard Tower driveway **(9)**. She says her mother used to play inside those bunkers before they were sealed. If you can get her in, she can get you to the island.

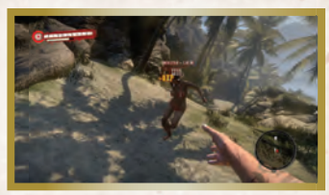
Get in the armored truck in the lifeguard tower parking lot and drive Jin to the marker at the obstructed tunnel **(31)**. Jin exits the truck at the tunnel. Talk to her on the side of the road.

Jin: My mother said she used to play inside them before they were sealed. If we can get one of them open we can head inland.
Skip

PROTECT JIN TO THE JUNGLE TUNNEL.

Jin knows a way through the bunker that can bypass the obstructed tunnel and get you to the jungle. First you need to protect her as she runs down a high pathway to the bunker that has been sealed this entire time.

As you walk and run with Jin down the pathway, there are a couple areas **(118)** where Infected attack. They always appear from ahead of you on the pathway, so be ready to throw weapons at their heads to stop them in their tracks. You run into a group of three Infected and then a second group of three before you reach the bunker **(119)**.



BLOW UP THE ENTRANCE TO THE OLD BUNKER.

When you and Jin reach the end of the trail and are looking down on the bunker, you spot a Thug and three Walkers guarding the sealed entrance to the bunker **(119)**. Use Fury to finish them off quickly, or lure the Walkers up the stairs and take them out with the height advantage. Then work on the Thug. Once you have cleared the undead, place the bomb on the sealed bunker doorway.

GET A SAFE DISTANCE AWAY.

Place the bomb on the door and then rejoin Jin at the top of the stairs. Watch as the doors blow off the bunker. This completes Devastator but not your goal. "Welcome to the Jungle" begins.

Rush into the back room of the bunker ahead of Jin and try to grab the Fact from the Workbench shelf before the jungle transition loads.

BANOI HERALD EXCERPT #11

Find this Fact on the Workbench in a bunker that is sealed until Act II "Devastator." Grab the Fact before Jin catches up to you and the jungle loads. If you miss it before the jungle loads, find the return portal in the jungle near the starting point.

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ACT II: MORESBY SIDEQUESTS

SIDEQUEST UNLOCKING ORDER

Starting **Drowned Hope** *unlocks: Deanna's* **One Foot in the Grave**; *Mugambe's* **In Cold Blood**; *Howard Craigson's* **Last Chance on the Wall**; *and Theresa's* **Alcohol for Theresa.**

Completing **Drop by Drop** *unlocks: Bruno's* **Fortress of God**; *Rian's* **Divine Light** *(continuous event); and Hugo's,* **Message to the Masses.** *Take all these quests as they become available so when you are out and about you can check to see if you are close to another quest's objective.*

When you reach Simon's warehouse **(66)**, *defeat the undead in the gated front lot to initiate the Sidequest* **Simon Says....** *Many Sidequest givers are located inside: Tavin's* **Bleach with a Vengeance**; *Carl* **Radio Ga Ga**; *Florencio* **Spicy Drinks**; *Kwan* **Blood Ties**; *Jack* **Picture of Bliss**; *and Carla* **One Last Breath**.

CAT ON THE ROOF

REWARD

1500 XP, Brutal Brass Knuckles

OBJECTIVES

Help the man.

QUEST GIVER

Ojibon

DIFFICULTY

Easy

HELP THE MAN.

"Cat on the Roof" becomes active when you approach areas around the workshop **(96)**, like in the beginning when you are on the adjacent street **(5)** or later in your progress when you're on the rooftops to the east during .

When you approach the workshop lot, three Walkers are loitering around the entrance. These enemies appear on the minimap as red skull icons. It's not a difficult fight; just run in there and slaughter them.

Follow the minimap route to the left warehouse and enter to find Ojibon standing around waiting for someone to rescue him. He'll thank you as you approach him. Take the Brass Knuckles from his chest.

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ONE FOOT IN THE GRAVE

REWARD
1500 XP, Cash

OBJECTIVES
Provide Deanna with insulin.

QUEST GIVER
Deanna

DIFFICULTY
Medium

PROVIDE DEANNA WITH INSULIN.

Deanna needs insulin for her daughter Lisa who is lying on a mattress on the floor behind her in the right middle area of the church interior. This is a good Sidequest to start with in the city of Moresby; it's quick and close and there are other Sidequest objectives in that area of town.

There are two stores where insulin can be found **(65)** & **(68)**. Do not avoid battles along the way—you need to level up more; the city is a tough place.

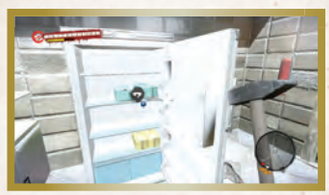
ID CARD & SIDEQUEST OPPORTUNITIES

Before you reach the northernmost store **(65)** *in this quest, you can easily find* **ID Card #043** *next to the nearby abandoned house where you can go ahead and knock out an objective in* **Uninvited Guests**. *Check out our Collectibles map for the location of this ID Card.*

North Pharmacy (65)

When you reach the northernmost shop **(65)**, expect a crowd of undead hanging around the entrance. Take some time and defeat all the enemies around the vicinity so they do not bother you when you come back out.

Once inside, push open the door to the room behind the sales counter. Attack the lying undead near the refrigerator; he's just playing dead. Raid the register for cash and take whatever items in the area you need. Most importantly, take the **Insulin** from the small fridge. You need two more to satisfy Deanna. Exit the shop and make a bee-line for the second shop to the west **(68)**.



FAST AID

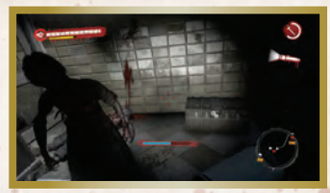
This shop is also where you'll find medicine for Lucas in Fast Aid. This Sidequest is found as you explore much further into the city. But, if you did happen to have both quests accepted at the same time, you could find medicine and insulin here.

NEW SIDEQUESTS

On your way from the first insulin stop, if you head due south you come to Simon's warehouse **(66)** *before you reach the second insulin shop* **(68)**. *Defeat the undead in this gated front lot to start the Sidequest* **Simon Says....** *Many Sidequest givers are located inside: Tavin* **Bleach With a Vengeance**; *Carl* **Radio Ga Ga**; *Florencio* **(Spicy Drinks**; *Kwan* **Blood Ties**; *Jack* **Picture of Bliss**; *and Carla* **One Last Breath**. *We strongly suggest you start all these quests now.*

South Pharmacy (68)

After accepting the jobs at Simon's Hub, exit the warehouse **(66)** and head south through the nearby intersection and you'll see a mob of undead gathered around the Market District near an old white city transport bus. The second pharmacy **(68)** is to the right of the bus. Lure the Walkers away from the Thug (who usually stands on the left side of the bus) and take them on in the intersection and then go back to beat on the Thug. A Molotov or grenade is a great way to soften the entire group up. Again, having Fury ready for large fights is always a good plan.



You have to make sure this area is clear, as you must break down the door to this store. You can't risk someone creeping up behind you while you work on the door. Be prepared to bash the Walker just inside the door in the shadows as soon as you enter. Slam the door shut while inside.

If "One Last Breath" is active, then you'll find the **Asthma Inhaler** on the metal counter to the left as you enter the building. But that's not what you came for in this quest. Head to the room behind the counter and defeat the Walker hiding back there. This time there will be two insulin bottles to take from the fridge. Make sure to grab both of them to complete this stage of the objective. Don't pass the register without robbing it. You usually get over a grand when robbing registers.

The next time you're near the church **(2)**, you can put closure to this Sidequest. Talk to Deanna and take the Quick Revolver.

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UNINVITED GUESTS

REWARD

1500 XP, Heavy Pistol

QUEST GIVER

NA

DIFFICULTY

NA

OBJECTIVES

Get into Alicia's house.

Kill all of the undead in Alicia's house.

GET INTO ALICIA'S HOUSE.

First Floor

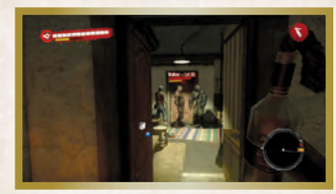
This mission is received once you enter the abandoned house **(64)** located beside ID Card #043 on the east side of Moresby. The abandoned house has a cross-shaped hallway with only one accessible doorway.

This initial hallway is home to about six Walkers. Work your way around this hallway defeating these Walkers, then find the open double doors that lead to the stairwell. Two Infected undead are located on the stairs waiting for you to arrive. Throw a weapon at their heads when they begin darting down the stairs.

Second Floor

Three Infected and a Thug are seen at the end of the second floor hallway. As you open the double doors, be prepared to throw a Molotov or grenade down there to take them out quickly; otherwise, be prepared to battle the Infected first as they rush toward you and then finish off the Thug with more precision. Make sure to take the Thug's money afterward; Thugs usually carry lots of cash.

Open Apartment: Last Door on the Right



The last door on the right is open on the second floor. Undead are seen scratching at Alicia's door inside the apartment. They are somewhat distracted. Come up behind them and lop off their heads or toss a Molotov.

The apartment is "T" shaped. To the left is a kitchen, straight ahead is Alicia Jacobs in a large bedroom, and to the right is a bathroom. Talk to Alicia to complete the Sidequest and receive your rewards. Grab the Weapon Mod in the room and raid all the items in the house and then use the exit on the first floor.

GLAZED MOD

Find this Weapon Mod on the overturned cabinet in Alicia's room in the open apartment on the second floor of the abandoned house.

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IN COLD BLOOD

REWARD
1500 XP, Heavy Pistol

QUEST GIVER
Mugambe

DIFFICULTY
Medium

OBJECTIVES
Put Mugambe's wife and daughter out of their misery.
Talk to Mugambe.

PUT MUGAMBE'S WIFE AND DAUGHTER OUT OF THEIR MISERY.

After starting Mother Helen's quest "Drowned Hope," you can get this Sidequest from Mugambe, who sits on a pew in the middle and to the left as you enter St. Christopher's Church **(2)**. His wife and daughter are in an abandoned house **(89)** deep in the city. A great time to plan this trip is when you are a little ways to the south from there in "Heroes and Villains" **(88)** or when you're hanging the fourth poster **(87)**. When you head up there at these times, the Infected traffic seems pretty light. Maybe it's right after rush hour.

When you enter the abandoned house **(89)** you begin on the first floor of a familiar X-shaped hallway. Defeat the two Infected and three Walkers in this hallway.

Head to the breakable door at the end of the hallway and do what the graffiti beside it says not to do ("Don't Open: Dead Inside").

Enter the slightly opened door that leads to the bathroom on the right. Find the Fact on the floor next to the toilet.

BANOI HERALD EXCERPT #23

Find this Fact on the bathroom floor next to the toilet in the abandoned house where you look for Mugambe's wife and daughter **In Cold Blood**.

Exit the bathroom and open the bedroom door at the end of the short hallway. Inside are Mugambe's (large) wife and little zombie daughter. It's sad. It really is. But it's up to you to honor their life by doing the right thing. And boy will you be doing the right thing with his life for a long time. She's as tough as a Thug.

It's good to know that Mugambe's wife is slow—but tough—and that his little daughter is small and fast like an Infected. So don't get caught up in the mother battle in the beginning. Back off and take care of the little freak first and then finish the mother when you have more time to evade, should you need to.

Raid the rest of the house before you leave and whenever you are back at the church, talk to Mugambe and tell him the news and collect your reward. At least you can tell him his wife was a good sport in the end and did this great circus act to lighten the mood (look as she swallows a sword in this picture). He gives you a high level Heavy Pistol for a job well done.

05 Walk-Act 02.indd 185 8/29/11 7:59 AM

LAST CHANCE ON THE WALL

REWARD

1500 XP. Impact Mod

QUEST GIVER

Howard Craigson

DIFFICULTY

Hard

OBJECTIVES

Hang the posters in different spots in the town.

Return to Howard.

HANG THE POSTERS IN DIFFERENT SPOTS IN THE TOWN.

Talk to Howard Craigson in St. Christopher's Church **(2)**. He's located on the left side as you enter. He's in the nook with Mugambe and Rodrigue, the weapon sales guy. Howard's been hanging missing posters in his last-ditch effort to find his wife and baby daughter. He wants your help posting more posters all over town.

Poster Location One (67)

We suggest you wait to perform this task until you are on the east side of town where the first poster **(67)** is to be hung, while working on **One Foot in the Grave** and getting insulin from the nearby pharmacies and/or clearing Simon's Hub **(66)** in **Simon Says…**.

All of the five locations where you have to hang posters are busy intersections—busy with loitering undead, that is. Try to always have a full gauge of Fury ready when you approach one of these locations. Once you reach the target billboard, you must press and hold the Use button until the gauge fills red. This is very difficult to do if there are enemies nearby. Make sure you clear the area first and then hang.

Poster Location Two (70)

This Eastern Waterfront corner is overrun with undead. There are lots of fast Infected in the area and just as many noxious Walkers. The biggest threat here is the large Thug that hangs around the poster location **(70)**. Avoid the Thug as much as possible while you finish off all the (lesser of two evils) smaller undead in the area and wait a few seconds after they're gone to see if any Infected come running into the area. Then the coast is clear.

If you are not faring so well here, try using propane tank bombs. There are three propane tanks on the walkway across the street in the corner (71). Once you've eliminated the undesirables (those that venture onto walkways with you), you can begin using the walkway as a makeshift fort…from whence you can launch explosives and fiery projectiles! Shooting a bullet to explode a propane tank is by far the choicest situation, but you can't just run to the gun section of Walmart now, can you? So there are other ways to do this. Throwing dull and sharp objects at it will do the trick. However, a weapon-throwing-range parameter becomes an interesting addition to your decision on how far to distance yourself from pure evil.

Once the area is clear you can look for the billboard **(70).** It's leaning up against the concrete wall, which is beside a red pickup truck that's blocking a gated alley entrance. Make sure you take that Thug's money before you leave. He's ugly, but loaded.

NICK'S ABANDONED HOUSE: NEW SIDEQUESTS

If you jump over the truck that's blocking the alley at the second poster **(70),** *you'll see Nick and the gang on a tall porch* **(72)**. *Talk to Nick to start a new Sidequest* **(A New Broom Sweeps Clean)** *that, once complete, unlocks access to a couple more just inside this abandoned house. We suggest you do that now.*

ID CARD #036

This card is in the Eastern Waterfront area. It's on a bench behind the survivors at the abandoned house and just beside Nick, who offers the quest: **A New Broom Sweeps Clean**.

Poster Location Three (86)

We like to put off hanging this poster **(86)** until we are at the same location to turn on the fourth speaker **(85)** in **The Second Head of Cerberus**. There's quite a zombie battle here, which includes a very large Ram and many noxious Walkers. Finish off all the little undead and save the Ram for last. Use Fury if possible. Once the area is clear you are safe to hang the third poster on the billboard on the sidewalk.

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ID CARD #019

Find this fact on a table under a roadside booth across the street from the third poster. You're in the area during **Last Chance on the Wall** while posting the third poster or when turning on the fourth speaker in **The Second Head of Cerberus**. The cabana is locked. You can pick up the keys during **Born to be Wild** or anytime after.

Poster Location Four (87)

To get to poster location four **(87)**, head due west on the street where poster three is located **(86).** The street turns into an alley where you may run into a couple of Infected hanging out in little porch nooks on the left. The fourth poster billboard is at the end of the alley at the next cross street.

Defeat the Infected, the Noxious Walkers and the Suicider in the area. There's a propane tank near the stoop in front of the billboard you can use to take out multiple enemies. Once the area is clear, hang your poster.

POSTER LOCATION FIVE (91)

This intersection is rocky with undead trying to get to it, but once there, you usually won't find any large mob of Infected or even any large boss-like undead like Rams or Thugs. Clear the street near the billboard **(91)** and hang your poster. After you hang this one, it's time to visit Howard at the church **(2)** to wrap this thing up.

RETURN TO HOWARD.

When you return to Howard at the church **(2)** after hanging all five of his posters, he rewards you with XP and a very nice Weapon Mod.

IMPACT MOD

Howard gives you the Impact Mod after you complete his Sidequest: **Last Chance on the Wall**. This mod adds an insane impact punch that throws zombies into nearby walls. Plus, it can be added to weapons that have already been modified.

ALCOHOL FOR THERESA

REWARD
1500 XP, Cash

QUEST GIVER
Theresa

DIFFICULTY
Medium

OBJECTIVES
Bring 5 bottles of whisky for Theresa.

BRING 5 BOTTLES OF WHISKY FOR THERESA.

This Sidequest becomes available after accepting "Drowned Hope." Theresa is located near the entrance to the church. She always stands near the pew in the corner. There's a Medium MedKit that regenerates behind her. Talk to her to begin the Sidequest. You find alcohol in many places on many quests. Bring the bottles back to Theresa, who says she is using them for disinfectant for the injured survivors. Give her five bottles to complete this Sidequest. She gives you a cash prize when the job is done.

05 Walk-Act 02.indd 187 8/29/11 7:59 AM

GODLESS ENTITIES

REWARD
Wrench

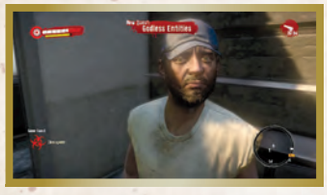
QUEST GIVER
Frank

DIFFICULTY
Easy

OBJECTIVES
Clear the living dead from the area in front of the pumping station.
Talk to Frank.

CLEAR THE LIVING DEAD FROM THE AREA IN FRONT OF THE PUMPING STATION.

You get this mission when you clear the pump house of punks and talk to Frank near the entrance **(12)**. He wants you to clear the Infected from around the front of the facility where you are now.



When you wander outside the gate you'll notice undead creeping around and white skull icons on the minimap. Kill these enemies and you'll complete the mission. If you don't just go Fury on them, try opening the middle gates and pull the car out through that exit and then just run over them.

TALK TO FRANK.

Return to Frank standing just inside the main entrance to complete the mission and receive a new high-level Wrench.

FORTRESS OF GOD

REWARD
1500 XP, Cash

QUEST GIVER
Bruno

DIFFICULTY
Medium

OBJECTIVES
Get the tools from Antonio's workshop.
Bring the tools to Bruno.

GET THE TOOLS FROM ANTONIO'S WORKSHOP.

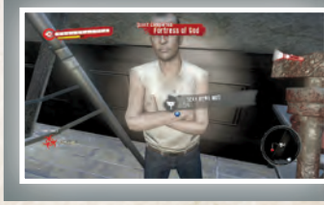
Bruno, at St. Christopher's **(2),** needs to bolster the church's strength. He's located near the Workbench up front. The tools he has in mind are in Antonio's workshop at the pumping station **(12)**. The workshop where

The small warehouse Antonio is locked inside is not even on the map. It's the westernmost section of the Pump House **(12)** compound. This is more west than the map goes. You pushed through this building and cleansed it in "Drowned Hope." Now just go back and unlock the shed door to let Antonio out and get **Bruno's toolbox** from the left worktable.

BRING THE TOOLS TO BRUNO.

Next time you are on the other side of the map, you can return the toolbox to Bruno and collect your reward.

STICKY BOMB MOD



Bruno at St. Christopher's Church in Act II gives this to you after you complete his Sidequest, "Fortess of God."

05 Walk-Act 02.indd 188 8/29/11 8:00 AM

MESSAGE TO THE MASSES

REWARD
1500 XP, Cash

QUEST GIVER
Hugo

DIFFICULTY
Easy

OBJECTIVES
Bring the recording to Garett Grant.

BRING THE RECORDING TO GARETT GRANT.

Hugo, in St. Christopher's Church **(2),** gives you this quest. He stands near the front of the church near all the healing supplies behind Theresa (who needs alcohol for disinfectant). Simply take his quest and deliver it to Garett Grant when you are in the vicinity of his radio station **(77)**. When you give him the recording, Garett will begin giving you missions, starting with **"The First Head of Cerberus."**

GUARD ON DUTY

REWARD
1500 XP

QUEST GIVER
Policeman

DIFFICULTY
Very Easy

OBJECTIVES
Talk to the guard.
Bring alcohol to the guard.

TALK TO THE GUARD.

This takes place within the main quest "Market Journey." In the beginning when you talk to Josh at the top of the stairs in City Hall, he sends you down to talk to the cop guarding the door to the sewers that will eventually lead you to the market. Talk to this cop to begin "Guard On Duty."

New Quest:
Guard on duty
Policeman: I'm not supposed to let anybody by, but I could turn a blind eye if you could do something for me.
Skip

BRING ALCOHOL TO THE GUARD.

Fetch alcohol from the mayor's office (you could have done this before the end of "Head Against the Wall"). Give it to the guard so he'll allow you to pass into the sewers to reach the market.

05 Walk-Act 02.indd 189 8/29/11 8:00 AM

BIG DADDY, WHERE ARE YOU?

REWARD
1500 XP

QUEST GIVER
NA

DIFFICULTY
NA

OBJECTIVES
Obtain a universal key from the mayor.

OBTAIN A UNIVERSAL KEY FROM THE MAYOR.

Mayor's Office: Infected Todd

When you enter City Hall for the second time in "Bitter Return," you can complete this objective. Once in the mayor's waiting room, gun down the two undead policemen feasting on the body in the middle of the floor. The next room to the left is the mayor's office and the mayor is one, big, mean zombie. He's like a Thug. Throw stuff and shoot him until he goes down. Consider using Molotovs or grenades or using Fury on him.

Take the **Mayor's Universal Key** from the dead mayor. This completes the Sidequest. Also make sure to raid the safe under his desk and find the Weapon Mod on the desk.

MAGIC WAND MOD

Find this mod rolled up and sitting on the mayor's desk in the return trip to City Hall in "Bitter Return."

SIMON SAYS...

REWARD
1500 XP

QUEST GIVER
NA

DIFFICULTY
NA

OBJECTIVES
Get rid of all the undead from in front of the warehouse.

Get inside the warehouse.

GET RID OF ALL THE UNDEAD FROM IN FRONT OF THE WAREHOUSE.

Use Fury to easily clear the undead from the front of Simon's warehouse **(66)**. Once all of the green skull icons are gone from the minimap, the job is done. Enter the warehouse and meet all the survivors you saved. Most of them have a job for you.

Many Sidequest givers are located inside: Tavin's Continuous Event **Bleach with a Vengeance**; Carl **Radio Ga Ga**; Florencio **Spicy Drinks**; Kwan **Blood Ties**; Jack **Picture of Bliss**; and Carla **One Last Breath**. We advise you to take all of the quests in Simon's warehouse (Hub) and look at the destination of each of their first objectives. This will help you create strategic treks through town while knocking out more than one task with each outing.

05 Walk-Act 02.indd 190 8/29/11 8:00 AM

BURY THE DEAD

REWARD

3000 XP, Gabriel's Sledgehammer

QUEST GIVER

Helen

DIFFICULTY

Hard

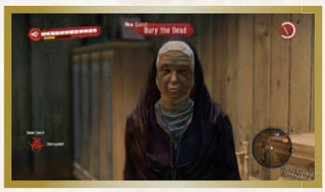
OBJECTIVES

Clear the cemetery of all the walking dead.
Talk to Mother Helen.

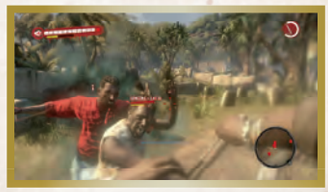
CLEAR THE CEMETERY OF ALL THE WALKING DEAD.

You receive this quest from Mother Helen at St. Christopher's Church **(2)** after talking to her to finish "Faith Will Move Mountains" when you return from the police station the first time. The Lord wants you to reclaim the consecrated ground from the devil's disciples. You must clear the church cemetery of the undead.

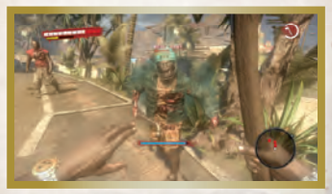
Head out into the cemetery beside the church using the alternate gate exits in the church courtyard. The enemies you must defeat appear as red icons on the minimap. Continue along the southernmost cemetery route until you reach the Thug in the first clearing **(112)**. Save your Fury for a larger battle. Take out the Thug by throwing multiple objects at its head or by dodging in and hitting then dodging out to avoid being hit. Or shoot it. A couple of Infected can rush into this battle from deeper in the cemetery.



The middle area of the cemetery is littered with Walkers and Infected. There are many of them so don't let them get too close. Attack them wisely with a combination of thrown weapons and melee attacks. There are noxious Infected among them, so save your throwing attacks for them and retrieve your weapons as quickly as you can.



There's a second Thug in the lower southeast corner of the cemetery. Luckily, to reach him you would have had to take care of the fast and dangerous noxious Infected in the area. A couple of noxious Walkers creep into the battle to support the Thug. Back up a bit and take care of these pests before fully committing to the Thug battle.



Follow the minimap route to the farthest corner of the cemetery to take on the final group of undead. Again, you face a couple of noxious Walkers and a large Thug.

RETURN TO MOTHER HELEN.

When no more enemies (red skull icons) appear in the cemetery, return to Mother Helen inside the church to collect your reward. She gives you the level 400+ **Gabriel's Sledge Hammer**. This is a great weapon for Sam B, the blunt weapon specialist. Speak to Owain on the upstairs balcony near the entrance of the church. He has a quest for you: **Six Feet Under.**

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RADIO GA GA

REWARD

1500 XP, Big Splitting Axe

QUEST GIVER

Carl

DIFFICULTY

Medium

OBJECTIVES

Search the electric shop for a transformer and some cable for Carl.

Return to Carl with the parts.

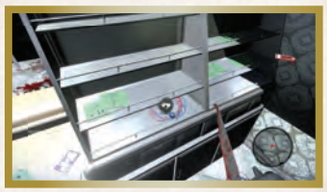
SEARCH THE ELECTRIC SHOP FOR A TRANSFORMER AND SOME CABLE FOR CARL.

After completing "Simon Says…", this Sidequest is accessible after talking to Carl, who stands near the tool bench to the left as you enter Simon's Hub **(66)**. Carl is trying to fix a CB radio but he needs some missing parts. He needs a transformer and some cable.

When hanging Howard's fifth and final poster **(91)** or taking care of Mugambe's family in the abandoned house **(89)**, make sure to stop by the pharmacy **(90)** nearby to get the stuff Carl needs. There's usually not a large crowd around the front of this store when you get there, but if you don't break down the door quickly you are sure to attract some attention.

Defeat the Walker lying on the floor near the shop's counter. Notice the alcohol and the Molotovs on the floor next to him. Make sure to rob the register next.

Find the **Electronic Part** on the counter beside the register.



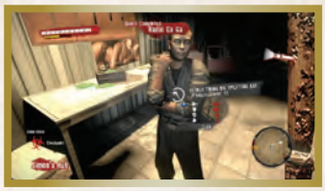
Next, grab the **Wire** from the back of the display shelf.

TAPE #05 MESSAGE FOR THE FAMILY

You can find this recording on a wall shelf inside the same pharmacy where you find parts for Carl's radio in "Radio Ga Ga."

RETURN TO CARL WITH THE PARTS.

Once you have these items you can return to Carl **(66)** and complete the quest. In return he awards you with XP and a Splitting Axe.



SPICY DRINKS

REWARD

1500 XP, Molotov

QUEST GIVER

Florencio Morale

DIFFICULTY

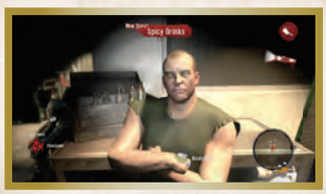
Medium

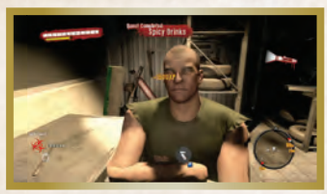
OBJECTIVES

Give five bottles to Florencio to get Molotov cocktails.

GIVE FIVE BOTTLES TO FLORENCIO TO GET MOLOTOV COCKTAILS.

After completing **Simon Says…**, this Sidequest is accessible after talking to Florencio, who stands behind the parked vehicle near a bench with a toolbox full of Molotovs in Simon's Hub **(66)**. Chances are, by the time you take this job, you will have more than five bottles of alcohol to give Florencio, thus completing the task as soon as you put some in his open hand icon on his chest. If this icon does not appear, then you have no alcohol on you.





Needless to say, there is tons of alcohol at the beach, and you can find plenty of it in the city just lying around in alleys and inside the major structures, shops and abandoned houses. Florencio brags about all the money they found in the shop and promises some to you when you help him, but he never delivers. He's good for Molotovs and XP, however. This is not a Continuous Event.

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BLOOD TIES

REWARD
1500 XP, Splitting Axe

QUEST GIVER
Kwan

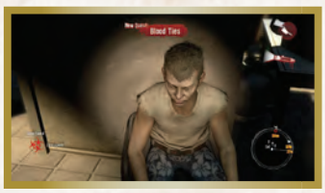
DIFFICULTY
Hard

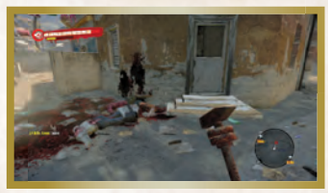
OBJECTIVES
Look for Kwan's brother.
Escort Cho to his brother Kwan.

LOOK FOR KWAN'S BROTHER.

After completing **Simon Says…**, this Sidequest is accessible after talking to Kwan, who sits in the back of the warehouse just outside the doorway to the small backroom in Simon's Hub **(66).** Kwan says Nick brought him to this warehouse but his brother is still hiding in their apartment **(73)**. Kwan wants you to find Cho and bring him back.

A good time to head into this abandoned house is when you are in the area hanging posters for Howard or when you discover Nick's abandoned house **(72)** and friends that gives you a few more subquests. Kwan's apartment is also used in the First Head of Cerberus. Its rooftop is the second speaker location. Battle your way to its front porch and enter the doorway (an abandoned house will load).





Open Kitchen

You begin in a hallway with an open door to your left and a breakable door to the right. The danger is in the open kitchen on the left. Throw a Molotov inside or start throwing weapons at the undead inside.

Occupied Bathroom

Raid the kitchen and then break the bathroom door in across the hall. Someone is inside. Catch the Infected off guard and beat the heck out of it. Raid the body and move back to the hallway. Notice on the hallway wall, Howard has one of his "missing" posters hung in this apartment.

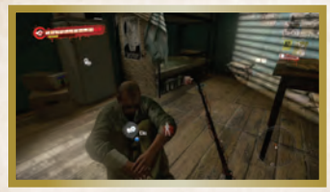
Back Bedroom Party

Head to the open room at the end of the hallway. There are three Walkers inside that don't usually run out to attack until they see you near the doorway. The Walker farthest away is usually the highest-level Walker. Fight smart and clear the room.

ID CARD #060

Find this card while looking for Kwan's brother in "Blood Ties." The ID Card is in the abandoned house in the last room on the right. The card is on a table near the doorway.

Now break down the door across from the bedroom where you found the ID Card to find Kwan's brother, Cho, on the floor near the bunk beds. Talk to him and agree to take him to Kwan.



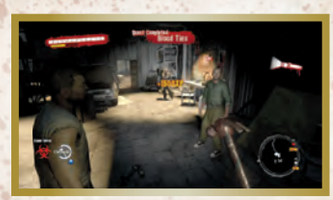
ESCORT CHO TO HIS BROTHER KWAN.

Follow Cho as he exits the building and begins sprinting through the city. Cho has got the idea; he's moving much faster than Joseph from the church ever did. He begins running due north through the alley in front of his apartment. The first group **(74)** of undead you run into is at the end of the alley just before you reach the first paved street. They are mid-teen[nd]level undead with one that is a high twenty. Protect Cho and clear the riffraff so he'll continue moving. Make sure that all of the red skull icons are gone from the minimap.

Cho hits the first paved street to the north as he makes the most direct path to Simon's Hub **(66)**. Five more enemies appear on the first street corner **(75)** you reach. Defeat all the undead to keep Cho moving. Cho can hold his own pretty well, but just to be safe, keep them off of him.

Cho stops again as he reaches the next corner to the north. There's a large Thug **(76)** and a few noxious Walkers that block the route. Cho stands far back for this one. Advance forward to take out the noxious Walkers using weapon throws. Pick up your weapons and then tackle the Thug. This is the final obstacle, as Cho will turn a corner and slip into Simon's warehouse as quickly as he can.

The brothers reunite inside the warehouse **(66)** and you automatically collect your XP reward. Take the Splitting Axe from Kwan; it's usually a very high-level weapon. Don't forget to take it.



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PICTURE OF BLISS

REWARD

1500 XP.
Paralyzing Strike Mod

QUEST GIVER

Jack

DIFFICULTY

Medium

OBJECTIVES

Find a picture of Jack's daughter.
Give Jack a picture of his daughter.

FIND A PICTURE OF JACK'S DAUGHTER.

After completing **Simon Says…**, this Sidequest is accessible after talking to Jack, who stands in the back corner of the dark back room in Simon's Hub **(66).** Looters took all of his stuff, including his wallet that has a picture of his daughter in it—which was the only thing keeping him going. He wants you to find the looters, which should lead you to his missing picture.

Your destination is a shop facing the canal running north and south that divides Moresby. Inside the shop **(69)** are the looters Jack was telling you about. They come running out the door when you get close to the store. There are three of them. The two that come running out are armed with a knife and a stick. The guy that remains inside behind a counter is armed with a gun.

If you do not have a firearm, allow the fight to occur outside with the two that rush out and then rush in and throw a weapon at the gunman behind the counter. Do not get too close; the closer you are to a fired gun, the more damage it deals. One shot could kill you. Throw enough weapons to kill him or knock him off balance long enough for you to rush him and take him out.

LEVEL UP SHOP

If you are ever passing by this area, this is a great shop **(69)** to stop in and hang out. There's usually a non-stop Infected attack going on while inside (if you leave the door open). They run from the alley across the street, across the bridge and directly into the store. You have plenty of time to plan your swing as they make their way around the counter to get to you. The drink machine is nearby to help replenish your health for those times when you don't time your swing just right.

ID CARD #038

Find this ID Card on the countertop in the store where the Family Souvenir is located in "Picture of Bliss."

The item you're looking for is behind the counter in a small nook in the counter. Pick up the **Family Souvenir** and head back to Simon's Hub to return it to Jack. He hands over the Paralyzing Strike Mod.

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ONE LAST BREATH

REWARD
1500 XP, Large MedKit

QUEST GIVER
Carla

DIFFICULTY
Medium

OBJECTIVES
Bring Carla an asthma inhaler.

BRING CARLA AN ASTHMA INHALER.

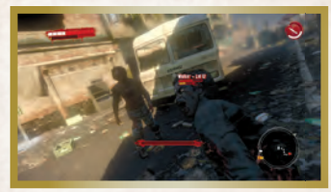
After completing **Simon Says…**, this Sidequest is accessible after talking to Carla, who kneels in the front right corner of the dark back room in Simon's Hub **(66).** She's got bad asthma and her inhaler is almost empty. She doesn't know how much longer she's going to make it without a fresh supply.

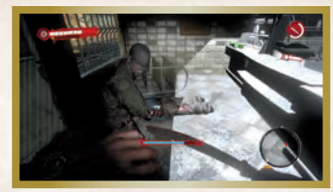
If you haven't completed **One Foot in the Grave**, a hunt for insulin, then you're in luck. The pharmacy across the street from Simon's warehouse contains all these items.

South Pharmacy (68)

Head south from Simon's Warehouse through the nearby intersection and you'll see a mob of undead gathered around the Market District near an old white city transport bus. The pharmacy **(68)** is to the right of the bus. Lure the Walkers away from the Thug (who usually stands on the left side of the bus) and take them on in the intersection and then go back to beat on the Thug. A Molotov or grenade is a great way to soften the entire group up. Again, having Fury ready for large fights is always a good plan.

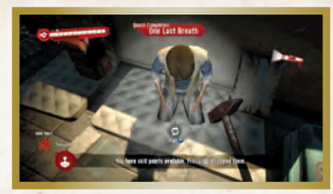
You have to make sure this area is clear, as you must break down the door to this store. You can't risk someone creeping up behind you while you work on the door. Be prepared to bash the Walker just inside the door in the shadows as soon as you enter. Slam the door shut while inside.





You'll find the **Asthma Inhaler** on the metal counter to the left as you enter the building. But if you also have "One Foot in the Grave" active, then there's more. Head to the room behind the counter and defeat the Walker hiding back there. This time there will be two insulin bottles to take from the fridge. Make sure to grab both bottles. Don't pass the register without robbing it. You usually get over a grand when robbing registers.

Now, the next time you are in Simon's Hub **(66)**, you can complete this Sidequest by talking to Carla in the back room where you met her.



A NEW BROOM SWEEPS CLEAN

REWARD
1500 XP, Pride Rifle Mod

QUEST GIVER
Nick

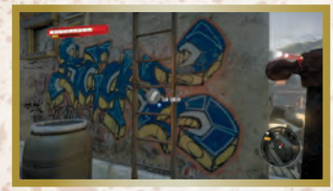
DIFFICULTY
Hard

OBJECTIVES
Get inside the building.
Kill Nick's Infected friend.
Unlock the door.

GET INSIDE THE BUILDING

Most of us run into Nick and the gang when we're posting the second poster for Howard in **Last Chance on a Wall**. This abandoned house is home to a few quest givers. And you can get to them as soon as you help Nick with a job inside the house. You've got to get their friend out of there. He was recently infected and has just "turned." He blocked the doorway from inside. You have to get him out of there so everyone can get back inside to safety.

He tells you to get to the roof to find another way in. The minimap route comes in real handy when having to climb ladders that are part of an objective. If you follow a route perfectly, you end up at a wall. Look for a ladder. Just around the corner from where you talk to Nick, climb the ladder to the rooftop. Open the door up there to get into the abandoned house.



KILL NICK'S INFECTED FRIEND.

As soon as you enter the abandoned house (you come through an attic entrance in a bedroom), look down and to your right to find a Fact.

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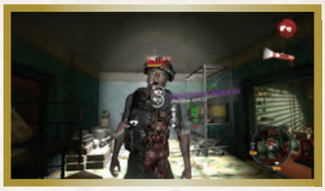
BANOI HERALD EXCERPT #22

Find this Fact beside you as you begin in the abandoned house in **A New Broom Sweeps Clean**. It's on a stacked crate of covered cans next to the bunk-bed ladder.

Raid the room for items and then step out into the hallway to find their little Infected friend. Oops! This is no little guy: Nick's friend went from cop to Thug. If you have Fury, use it. If not, start softening the beast up with some weapons to the head. Make his face a pincushion. If you run out of weapons, rush him and pull one out of his body and then dodge back to avoid his slow (but powerful) swing. If you have Molotovs, use them.



UNLOCK THE DOOR.

When you kill the Thug you're practically done, but before you leave, make sure you raid the entire house and use the Workbench in the hallway if you need to. You can find an ID Card in the bathroom.

ID CARD #058

Find this card on a nightstand in the bathroom in Nick's abandoned house in **A New Broom Sweeps Clean**. The bathroom is behind the closed door facing the Workbench. It's easily accessible after you kill the large cop-Thug.

Remove the barricade bar from the entryway so everyone outside can come inside. A couple of those people who come in will have Sidequests for you. You remain in the building until you choose to leave. Explore the building again to find the quest givers. Notice there is a Fast Travel map in the hallway.

Start with Nick. Accept your reward for this quest: Pride Rifle Mod and XP.

PRIDE RIFLE MOD

This is received in Nick's abandoned house in the Sidequest, **A New Broom Sweeps Clean**. Talk to Nick after completing the quest to receive it.

Talk to Nick again and he'll give you the Sidequest, **Spy Game.** This is a job that will carry over into your next stop in the jungle. And find Lucas in the bedroom. He needs a runner to head to the nearby Pharmacy to get medicine in **Fast Aid.**

SPY GAME

REWARD

Old Smoky Mod

QUEST GIVER

Nick

DIFFICULTY

Hard

OBJECTIVES

When you reach the Jungle record a transmission for Nick.

Record a transmission for Nick.

When you reach the jungle record a transmission for Nick.

WHEN YOU REACH THE JUNGLE RECORD A TRANSMISSION FOR NICK.

After taking Nick's first quest, **A New Broom Sweeps Clean**, you can then talk to him again and begin this mission. That's about all you can do with this quest until you reach the jungle.

RECORD A TRANSMISSION FOR NICK.

Once battling Vargass in Afran's communication facility (**31** on Jungle map) in "Death Wish," you can continue this quest. First, your main target is Vargass and he takes a ton of bullets to take down. He's crazy tough. Just stay covered where he can't shoot you but you can just tag him behind his incomplete cover. Keep shooting until he drops.

Listen to the radio that's on the equipment shelf in this room so you can progress with this Sidequest. Killing Vargass also progresses your "Death Wish" quest.

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GO BACK TO ABANDONED HOUSE AND TALK TO NICK.

Use the Fast Track map while in the Jungle to warp right to Nick in his abandoned house in Moresby. He says they quarantined the island and it looks like there will be no rescue. After completing the quest, take the **Old Smoky Mod** from Nick.

OLD SMOKY MOD

You receive this Mod from Nick after completing **Spy Game**. Nick is in an abandoned house in Moresby.

FAST AID

REWARD
1500 XP. Metal Baseball Bat

QUEST GIVER
Lucas

DIFFICULTY
Medium

OBJECTIVES
Bring the medicine to Lucas.

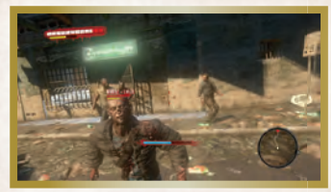
BRING THE MEDICINE TO LUCAS.

You can take this job once you gain entry into Nick's abandoned house **(72)**. This is done by completing Nick's quest **A New Broom Sweeps Clean**. Enter the house after completing this mission to find Lucas in the back bedroom. He needs medicine from a nearby pharmacy. You've been there before for insulin if you played **One Foot in the Grave**.

The pharmacy **(65)** is not a difficult trek from the abandoned house. The hardest part of this quest is clearing the undead from the front of the store, but it's also a great XP-earning experience.

Additional enemies often wander into the fight, so the battle is always bigger than it seems when you size the crowd up on your arrival.

Once in the shop, head into the back room and defeat the lying undead near the refrigerator. **Lucas's Medicine** is located on the first shelf you see as you enter the back room. Sprint back to the abandoned house **(72)** and deliver the medicine to Lucas. He'll award you with a high-level Metal Baseball Bat.



MESSAGE TO THE MASSES

If you haven't done so by now, stop in to see Garett Grant at the radio station **(77)** *to complete "Message to the Masses" while in this area. You can also pick up three consecutive missions from Garett: The First, Second and Third Head of Cerberus.*

PAPERWORK

REWARD
1500 XP

QUEST GIVER
Patrick

DIFFICULTY
Hard

OBJECTIVES
Find Bill at the Police Station.
Download the data from the Police Chief's computer.

FIND BILL AT THE POLICE STATION.

This quest becomes available after completing "Judgment Day." Tim (the questgiver) is at St. Christopher's Church and his is one of the last Sidequests to become available there. Once Patrick **(72)** is available for this quest, he says they sent their friend, Bill to the police station to get some important data that would help them off the island. They haven't heard from Bill and need your help finding him.

Police Station

Enter the open cell in the jail cell hallway where the dead human bodies are found. Remember the one with the name? Bill. He's got a radio next to him.

Select this device labeled "**Patrick**." Patrick on the other end of the radio receives the news that Bill is dead. Patrick needs you to get the emergency radio frequencies from the chief's office.

DOWNLOAD THE DATA FROM THE POLICE CHIEF'S COMPUTER.

You've been there a few times before. Fight your way to that last office on the second floor. The minimap route will not steer you wrong. Inside the actual chief's office are a couple Thugs. Defeat the Walkers in the office then us Fury to clear the Thugs out. Head to the computer and download the file by holding the Use button on the keyboard.

DELIVER THE DATA TO PATRICK.

As before, fight your way back through any enemies that appeared in areas you've already cleared in the Police Station. Head for Nick's abandoned house **(72)**. Patrick is pleased you fetched the frequencies and awards you 1500 XP.

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THE FIRST HEAD OF CERBERUS

REWARD

1500 XP, Military Knife

QUEST GIVER

Garett Grant

DIFFICULTY

Medium

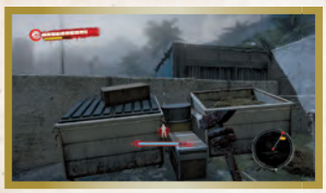
OBJECTIVES

- Find and activate four speakers in the Shanty Town area.
- Find and activate first speaker.
- Find and activate second speaker.
- Find and activate third speaker.
- Find and activate fourth speaker.
- Return to Garett Grant.

FIND AND ACTIVATE FOUR SPEAKERS IN THE SHANTY TOWN AREA.

Find Garett Grant in his radio station **(77)** at the easternmost side of town. His place is well protected. It's actually a bit of a challenge to enter. Use the crate and the dumpsters in the small alley nook south of the radio station property to overcome the yard wall and gain access to Grant's building.

This is a good quest to take when accepting other quests in the area. The speaker locations you must find are in areas of other quest activities. The first location **(78)** is just across the street from the radio station.



FIND AND ACTIVATE THE FIRST SPEAKER.

Leap back over the wall to the dumpster nook and veer right out onto the street. The minimap route leads you directly to a ladder on a building across the street.

Climb it to the rooftops. If you have a gun, equip it. Follow the route across wooden planks that connect this rooftop with the next. An armed gang member is inside the shack on the rooftop. Shoot him before you cross the plank or target him and throw a weapon at him. In his shack you can find a MedKit, Molotovs, ammo and a Weapon Chest with a lockpick skill level 2.

Take the Molotov and throw it out of the shack to the gunmen on the other side of the short brick wall. If you don't have a gun, now is the time to acquire one. You can pick it up from the dead bodies or find one on the stack of boxes where they made their stand.

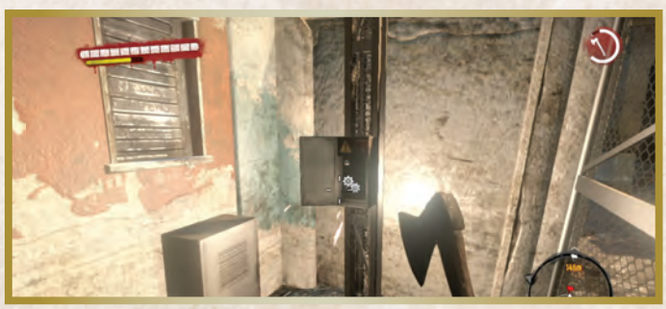
The speaker is just beyond them on the edge of the rooftop **(78)**. Activate the speaker by holding the Use button on the sparking control box button prompt.

FIND AND ACTIVATE THE SECOND SPEAKER.

Get off the rooftop using a ladder or by jumping off onto something tall on the ground, like the top of a car or dumpster. You will take damage from a drop off a rooftop if the height is too great. When you follow the minimap route perfectly to the second speaker location **(79)** you come to a dead end, usually occupied by undead. Take out the undead and find the ladder on the side of the house near a dead-end wall. Climb it to the rooftop.

Once on the rooftop, find and cross the planks to the next rooftop. You'll see the speaker to your right but you can't get to the control panel. That's down below. So find the top of the ladder cresting the roofline and climb it down to a small fenced-in area below. Do not jump off the ladder; you might leap over the fence, thus having to retrace your steps again and battle more undead.

Activate the speaker using the sparking control panel and then climb back to the rooftop to get out of the cage. Remain on the rooftops and follow the minimap route to the next speaker.



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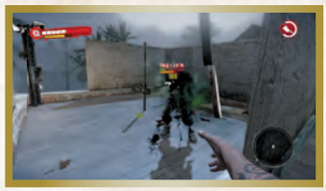
FIND AND ACTIVATE THE THIRD SPEAKER.

Cross the planks on the rooftop from the second speaker while following the minimap route. Just around the corner from a rooftop water tank is a room with no rooftop where a Walker is found munching on a dead body. Throw a weapon at its head to take it out quickly and then attack the undead lying down playing dead next to the real dead body. Attack it before it gets up. This usually attracts the attention of the Thug and another Walker from the adjacent rooftop "room."

Throw multiple weapons at the Thug's head. Continue to do so while avoiding him in this tight area. Once he's dead, rob him and follow the route to the speaker.

Sometimes the Thug does not move from the speaker area until you find him there and then you have to battle him there instead of in a previous rooftop room. Activate the speaker **(80)**.



FIND AND ACTIVATE THE FOURTH SPEAKER.

On your way to the last speaker **(81)** from the third one, you may have to head back down the previous ladder. Undead have gathered below now. A good way to take care of this is to either send a Molotov or grenade down to them or use Meat Bait and toss it away from the bottom of the ladder so you can safely reach the ground.

There is a possibility that you can make a couple of the rooftop jumps and never have to travel along the ground to get from the third to the fourth speaker. If you do end up on the ground, the minimap route takes you out onto the nearby street, which is infested with various undead. If you happen to encounter a Suicider, use it to explode the others around it. Otherwise, use Fury or be patient and fight a noble fight. This could be a major battle, depending on how many undead come to eat.

If you didn't make the rooftop jump (or the rooftop to scaffold jump), then follow the minimap route to a tall scaffold structure in the middle of the street. Climb the ladder to the top.

Jump from the top of the scaffold over the gap and to the next rooftop, using the minimap route as your guide. Activate the speaker on the edge of the rooftop.

RETURN TO GARETT GRANT.

That was it. That was the final speaker. The message for survivors to meet at the church is now being broadcast in Shanty Town. Return to Garett Grant **(77)** at the radio station in Eastern Waterfront to collect your reward and to start the next Head of Cerberus quest.

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THE SECOND HEAD OF CERBERUS

REWARD

1500 XP, Pistol

QUEST GIVER

Garett Grant

DIFFICULTY

Medium

OBJECTIVES

- Find and activate four speakers in the Eastern Waterfront district.
- Find and activate first speaker.
- Find and activate second speaker.
- Find and activate third speaker.
- Find and activate fourth speaker.
- Return to Garett Grant.

ID CARD #037

Find this card on a table next to a crate of apples on the same rooftop as the first speaker in "The Second Head Of Cerberus."

FIND AND ACTIVATE FOUR SPEAKERS IN THE EASTERN WATERFRONT DISTRICT.

Talk to Garett **(77)** after completing **The First Head Of Cerberus** to receive this second Cerberus quest. Follow the minimap route out of the radio station and south along the street in front. The first speaker **(82)** is on a rooftop on a corner building facing the water.

FIND AND ACTIVATE FIRST SPEAKER.

When you reach the first intersection, look across the street to the kitty-corner building to find the ladder to climb to get to the correct rooftop. This area is infested with undead, including a large Thug in the dead-end alley nearby.

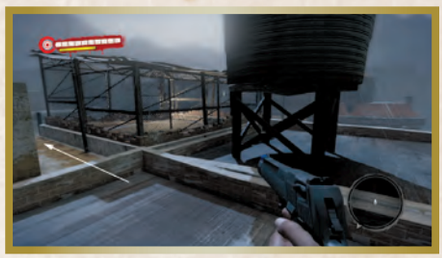
Once on the rooftop, follow the narrow pathway to an open area. Look for a small fire escape balcony over the right edge of the rooftop. Get on that. Look left and you'll see a series of three more fire escape ledges that lead to a wooden scaffold, which allows you to reach the next building's rooftop where the speaker is located. Make the necessary jumps from platform to platform to reach the speaker. You don't have to run, but you need to hold down on the jump button to get a high, normal jump.

Kill the Walker on the rooftop and then take care of the lying Walker pretending to be dead near the speaker. Activate the speaker **(82)**.

FIND AND ACTIVATE SECOND SPEAKER.

Find the ladder facing the water on the back of the adjacent building. Climb to the rooftop and follow the minimap route along the rooftop.

Notice that the speaker **(83)** is locked up in a cage. The entrance faces the road. So, access the pathway (in our picture) and walk to the edge of the rooftop.

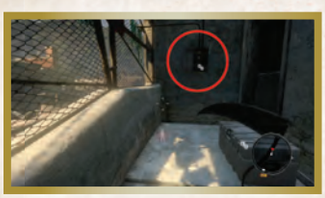


Walk out onto the plank jutting off the edge of the building. Use this to reach the cage entrance. Check out the weapon crates in the cage and take new ones or swap out any inferior weapons. Activate the speaker in the corner.

FIND AND ACTIVATE THIRD SPEAKER.

Follow the route back down the ladder you climbed to get to the last speaker and follow the route along the shoreline. Head up some boardwalk steps behind Nick's abandoned house **(72)** and continue down an alley between buildings. At the corner of the building on the right is a rickety scaffold with crates around its base.

Move the two interactive crates so you can crouch under the scaffold and reach the building's front porch. It is here that you will find the second speaker **(84)**. Battle the area undead to make your escape.



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FIND AND ACTIVATE THE FOURTH SPEAKER.

The final speaker **(85)** is not on a rooftop and it's pretty easy to get to. Follow the minimap route out onto the nearby street and use Fury to help finish off the mob of undead in the street. You'll face Infected, Walkers and Noxious Walkers, and a Ram. We'd suggest taking a back route along the canal to sneak up on this speaker location, but you should also finish off the enemies so you can hang a poster **(86)** for Howard. Avoid the Ram until you've defeated all the faster undead.

ID CARD #044

Find this ID Card next to the propane tank in the abandoned market area.

POSTER HANGING FOR LAST CHANCE ON THE WALL.

If you are still working on the poster-hanging job for Howard in "Last Chance on the Wall," then you should go ahead and hang the third **(86)** *and fourth* **(87)** *posters while in this area.*

Now find the speaker on a high pole at the corner of the canal wall **(85)**. The control panel is high and at first you think you might have to tightrope walk along the wall to reach it, but it's much easier to just get below the control panel on the ground and jump up and tap the Use button until the activation prompt appears. That'll do the trick. Now it's back to Garett. Before you leave, check out the nearby Fact...

BANOI HERALD EXCERPT #19

Find this Fact on a table under a roadside booth behind a wrecked ambulance and next to a road barricade. This is also directly across from Howard's third poster location **(86)**. You're in the area during "Last Chance on the Wall" while posting the third poster or when turning on the fourth speaker in "The Second Head of Cerberus."

RETURN TO GARETT GRANT.

When you are back in his area, stop in and talk to Garett Grant to receive your reward, which includes a Dangerous Pistol. Talk to him again to start **The Third Head of Cerberus.**

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THE THIRD HEAD OF CERBERUS

REWARD

1500 XP, Piranha Mod

QUEST GIVER

Garett Grant

DIFFICULTY

Medium

OBJECTIVES

Find and activate three speakers on Canal Street.

Find and activate first speaker.

Find and activate second speaker.

Find and activate third speaker.

Return to Garett Grant.

FIND AND ACTIVATE FOUR SPEAKERS ON CANAL STREET.

After completing **The Second Head of Cerberus**, talk to Garett to receive the last in the series of these Sidequests. Again, you have three speakers to locate and activate, but this time in the Town Center area.

FIND AND ACTIVATE THE FIRST SPEAKER.

The first speaker **(93)** is in a hot spot of undead activity. An almost non-stop flow of Infected come running to attack when you are in this area. Be patient: there is an end to their attacks. Climb the ladder that is practically in the middle of the sidewalk near an alley here. This ladder leads to a scaffold platform above where the speaker control box is located. Activate the speaker and move on to the next.

FIND AND ACTIVATE SECOND SPEAKER.

Climb the ladder in this picture and once on the rooftop above, prepare to shoot or throw weapons at the punks on the adjacent rooftop **(94)**. Move across the wooden planks that connect the rooftops and activate the speaker in the corner. A nice rifle is located in the weapon chest under the rickety shelter on the same roof. Use the same ladder to get back down to the ground to find the last speaker.

FIND AND ACTIVATE THIRD SPEAKER.

Find the ladder on the north side of this building **(95)**. Up on the rooftop you'll see what remains of a human being and a weapon chest. Find a recorder lying next to the corpse.

TAPE #04 HIDING IN THE SLUMS

Find this tape on the rooftop reached when you locate the third speaker in "The Third Head of Cerberus." The recorder lies next to a corpse and a weapon chest.

The last speaker is located on the edge of the rooftop near the dead body and recorder on the rooftop. This is your last speaker. There are no more Cerberus quests. Return to Garett to collect praise and your reward.

PIRANHA MOD

This mod is given to you by Garett Grant at the radio station on the east side of Moresby for completing the last of three "…Head of Cerberus" Sidequests.

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HEROES AND VILLIANS

REWARD

3000 XP, Lightning Mod

QUEST GIVER

NA

DIFFICULTY

NA

OBJECTIVES

Kill all the bandits.

Rescue Amber from the hands of the bandits.

Use the gun to shoot out a lock.

KILL ALL THE BANDITS.

When you are in the vicinity of these apartments **(88)**, (which is usually later in the game when you are hanging posters or turning on loud speakers), you'll hear Vang Chi yelling for help. If you spot him, follow him into the dark alley and be prepared to fight. If you don't see him, he probably has already run to the end of the dead-end alley **(88)**. Having a firearm with you is ideal; otherwise, just be prepared to fight a handful of Punks with sharp weapons.

Vang screams for help, making it seem like he's trying to help some woman or little girl, but once you follow him to a dead end he starts apologizing for luring you in and saying how someone had put him up to it. Before this moment you need to back up and watch the building exits to his left and right (the right one is behind a dumpster). If you beat the Punks to the exit location before they open a door, you can prepare your aim and shoot as soon as they open the door to take a few of them out quickly.

Turn your attention back on Vang, as the remaining punks are probably now surrounding him. Shoot or use melee weapons; either way, you won't hurt Vang. Take the punks out quickly before they can do any damage. These guys appear as white skull icons on the minimap. Clear them all and then talk to Vang.

RESCUE AMBER FROM THE HANDS OF THE BANDITS.

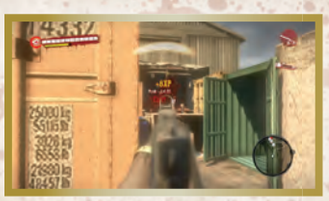
Vang Chi apologizes for sending you into a trap. He said the punks kidnapped his daughter and threatened to kill her if he didn't cooperate. He says she is all he has left and he wants your help saving her. He wronged you in the beginning, but hey, there are experience points involved. Sure, let's say "Yes" to his quest.

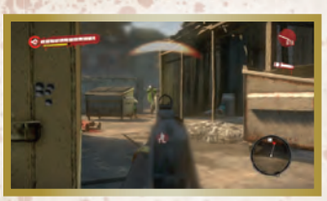
Follow the minimap route to the warehouse **(92)** positioned in the bottom middle of the map. If you really want to be prepared (weapon-wise) for this job, get on top of the shack just west of "Pharmacy 2 **(68)**" on our map to find a Crowd Pleaser shotgun. The gun is in the arms of some dead dude. Any gun will do. You need only take out one guard and take his gun to have enough to go on.

Warehouse Battle

Push open the gates to the warehouse compound and begin shooting the guards you can see through the row of shipping containers. Get who you can from the gate area and then proceed through the containers (either direction works) and move systematically so you only reveal yourself to the one punk you are aiming at. Clear the enemy from the exterior and then move into the building. To make sure they are gone, watch for white skull icons on the minimap.

Do not be surprised if some undead make their way into the area from all the noise being raised.





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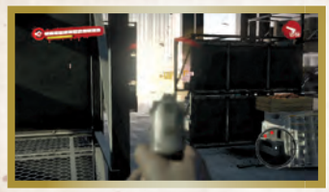
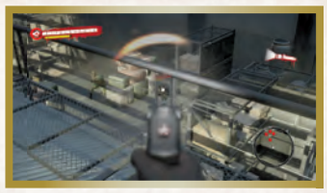
Warehouse Interior

Clear the enemy from the doorway and enter the interior. A shelf just inside the entrance protects you from the many enemies inside. Health up on the Energy Drinks on this shelf and then look around the right corner and see who you can shoot from there. You should find a propane tank in the back right corner that will take out one gunman at least.

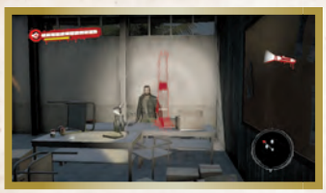
If you feel good about your aim and speed, you can climb a ladder on the left side of the entry passage. The ladder allows you to reach a catwalk on top of the interior offices. From there you can break everyone's cover and just pick them off like fish in a barrel…or eggs in a basket…or pigs in a blanket.

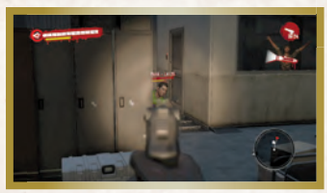




Warehouse Office

Once all the enemies that you can see are eliminated, get down and make sure you got them all, then break open the office door. Shoot the enemy that pops up from behind a desk inside. And then pivot left and get the last enemy behind the lockers who's trying to do the same to you.





LAST WILL

REWARD

1500 XP

QUEST GIVER

Terrance Barker

DIFFICULTY

Easy

OBJECTIVES

Take Terrance's last will and testament to his family.

TAKE TERRANCE'S LAST WILL AND TESTAMENT TO HIS FAMILY.

Later in your Moresby progress (after a few of the church survivors have been helped), Terrance Barker **(97)** comes to long enough for you to speak to him. You see, he's always sitting on the ground, leaning up against the garage door, but it's not until later in the city quests that you can interact with him.

ID CARD #032

Find this card on the table inside the large office inside the warehouse battle of "Heroes and Villains."

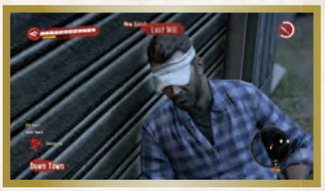
After clearing all the riffraff, raid the room for items. Approach the doorway and the lady (Amber) inside will tell you to shoot the lock. Shoot the lock and the door will become operational. Talk to Vang's daughter, Amber, and she'll thank you with the Lightning Mod.

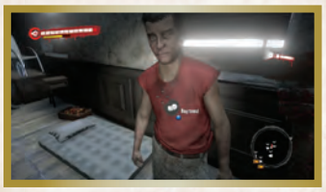
LIGHTNING MOD

This mod is received after saving Vang's daughter, Amber, from the warehouse punks in "Heroes and Villains."

Before you talk to him, make sure the area is clear. A couple of Infected souls are known to seek you out in this area. Terrance knows he's not going to make it and wants you to give his will to his family at the church.

This is a very easy quest. Just return to the church, head up the stairs near the entry and talk to Raymond, the closest man to the stairs. He's sad about the news but rewards you with XP.





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GRASP ALL, LOSE ALL.

REWARD
1500 XP, Kanabo

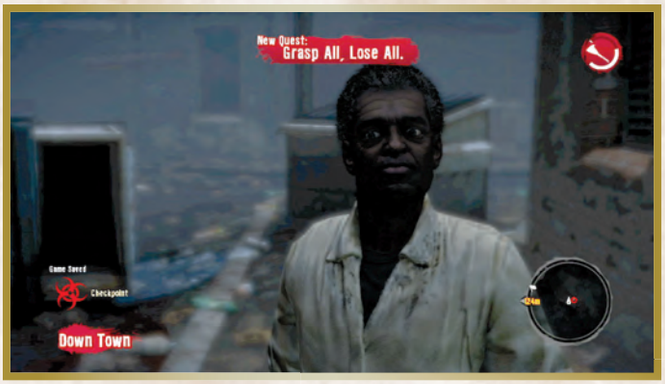
QUEST GIVER
Stan Dart

DIFFICULTY
Hard

OBJECTIVES
Get rid of the looters in Stan's house.
Talk to Stan.

GET RID OF THE LOOTERS IN STAN'S HOUSE.

Find Stan in this downtown alley **(98),** standing outside the door of his home inside the abandoned house. He says his home was looted and they threw him out. He can't fight them alone and wants your help.



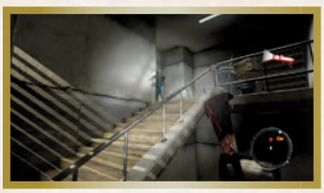
Abandoned House Interior

Defeat the two punks that run at you from the open stairwell ahead as you begin in the main first floor hallway of the abandoned house. The punks appear on your minimap as red skull icons and after defeating these first two you will only see three remaining.

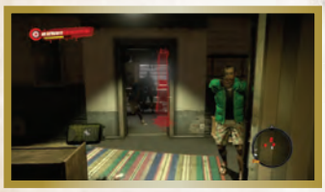
Second Floor

Walk up the stairs backwards so you can see the enemy on the upper level behind a corner pointing a gun in your direction. If you have a weapon, shoot him. If not, throw a weapon at him and then slowly work your way up further and do the same with the punk at the door to the next hallway. Take one of their guns if you don't have one.

Two gunmen are covered behind objects in the second floor hallway. You can use a Molotov to take them both out quickly; otherwise use a gun to shoot body parts not behind cover.



Standing at the last door in the hallway on the second floor you'll be able to spot four enemies on the minimap in the next room. Break down the door and start shooting. All at once you'll be exposed to gunfire from a punk shooting around a corner to your right and two more from within an open room dead ahead.



Shoot who you can from the initial door break-in and then back up to use the doorway you broke through as cover. The remaining enemy not in view is the fourth enemy in a room at the end of the hallway on the left. Use explosives to get rid of the final punk if not all of them.

TALK TO STAN.

Before you run to Stan after killing all the punks in his apartment, search the bedroom on the right for an ID Card on a table at the foot of a bed and countless other nice items in the apartment.

ID CARD #059

Find this card on a table at the foot of a bed in the large bedroom in the second floor apartment in the abandoned house in "Grasp All, Lose All."

Return to Stan Dart standing outside the abandoned house entrance. Collect your XP and your Kanabo from him before leaving the area.

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IMPRISONED FOR LIFE

REWARD

3000 XP, Police Baton

QUEST GIVER

Reza

DIFFICULTY

Easy

OBJECTIVES

Open the cells of those in custody.

Talk to Reza.

OPEN THE CELLS OF THOSE IN CUSTODY.

You receive this Sidequest from Reza **(103)** while in the Main Quest **Lady in Trouble**. You find him in a closed jail cell in the main cell hallway just beyond the security control room (refer to the Police Station map).

Reza gives you a key to use in the control panel to unlock all the cell doors. This will free him. Take the key and head back to the security room down the hallway you just came down. In the security room **(102)**, you'll find the control panel in a small nook in the right corner as you enter. Activate this switch to unlock the cells.

TALK TO REZA.

Return to Reza **(103)** and speak with him to finish this quick Sidequest. He gives you XP and a Police Baton.

MATTER OF JUSTICE

REWARD

1500 XP, Grenade

QUEST GIVER

Tim

DIFFICULTY

Hard

OBJECTIVES

Go to police station and find detective's office.

Search the room and find the file.

Return to Tim.

GO TO POLICE STATION AND FIND DETECTIVE'S OFFICE.

You receive this Sidequest from Tim at St. Christopher's Church **(2)** after completing **Lady in Trouble**. In other words, when you return from the police station you get this quest and then you can turn around and go right back in. The route through is not exactly the same, as some doors that were locked before are now unlocked. Talk to Tim. He's standing by the weapon chest near the altar area.

Tim says he needs the file on the rape and murder of his wife. There wasn't enough evidence, so they did not arrest the suspect, Esau. He wants you to go get this file from the detective's desk in the police station. Follow the minimap route to the barricaded entrance of the police station **(113)**. You do not need to take the sewers this time. Run and jump over the lowest area of the barricade. Check out the weapon chests near the entry gate and then enter the police station by pressing the Use button while at the gate.

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Police Station: Basement Parking Garage

The parking lot **(114)** of the police station, as well as the rest of the facility, are now overrun with undead. The punks are gone so the undead had an easier time of taking over. You face a few cop Walkers and a Ram in the parking garage. We like leading them over to the electrified water puddle on the right side of the garage. This eventually kills the undead and stuns the Ram, allowing you to attack it from behind with no retaliation.

If you need a firearm, raid the weapon chests near the police truck close to the stairwell entrance to the police station.

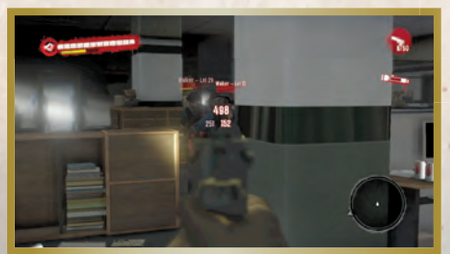
The police station enemies in the areas you've traveled will already be familiar. At the top of the stairwell, defeat the two cop Walkers to your left. You will find an unlocked door down that way. This is another route to the back jail cell hallway you explored last time you were here **(115)**. If you go through that way now, following the minimap route, defeat two more cop Walkers and break open the next door in this hallway to continue **(116)**.

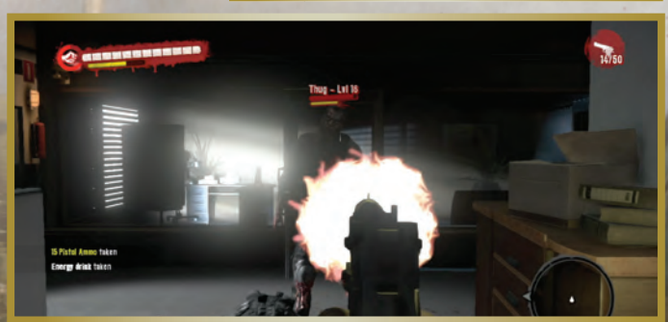
Any items you missed the last time through the police station will still be there. So if you did not get the **Fact 29** in the nearby observation room, it will still be there as will **ID Cards #055** and **#056**. Follow the minimap route through the station while defeating cop Walkers and Infected.

SEARCH THE ROOM AND FIND THE FILE

Second Floor

When you reach the last office **(117)** on the second floor, move across the room until you see the Walkers filtering through the same pathway through the cubicle to get to you. Use this pinch point to just mow them down with a firearm. Notice the two large Thugs in the detective's office in the back. Since there are plenty of guns around, shoot them to death.

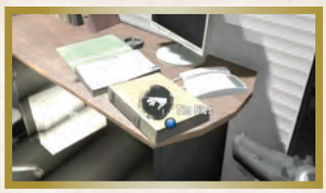




Rifle Ammo Blueprint

A room that was previously locked is now unlocked on the second floor. The cluttered storage room you reach before entering the final office allows access to this now unlocked file room inside this file room is the Rifle Ammo Blueprint on a center file cabinet.

Head into the last set of cubicles beside the glass-enclosed office and find **Tim's files** on a desk near a lying Walker pretending to be dead. The last time you were through here, there was a cop Walker lying there and there was an ID Card on the next desk. Shoot the Walker where it lies and take the file.



RETURN TO TIM.

Follow the minimap route back the way you came through the police station to exit in the parking garage. A few places you've previously cleared will now be occupied again, so be on the lookout.

The garage will also be restocked with undead. Defeat them or run to the exit.

Moresby: Police Station Exterior

Once you've exited the police station, leap back over the barricade and sprint back to the church **(2)** to speak with Tim, standing in the altar area. He gives you 3 **grenades** and another quest.

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JUDGEMENT DAY

REWARD
1500 XP, Short-Circuit Mod

QUEST GIVER
Tim

DIFFICULTY
Hard

OBJECTIVES
Find gun in Tim's neighbor's house.

FIND GUN IN TIM'S NEIGHBOR'S HOUSE.

Talk to Tim at the church **(2)** after completing his first quest **Matter of Justice**. Now he wants you to get a gun from his neighbor's house so he can take care of his wife's murderer.

Follow the minimap route to the parking lot and continue west through the streets to reach the abandoned house **(119)**. Enter the house.

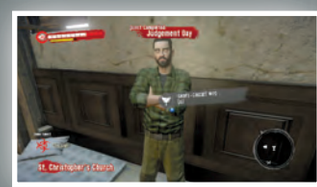
Abandoned House

As soon as you enter the house you can't help but notice the smoke. The entire place is clouded with thick toxic smoke. Place MedKits in your arsenal; you may need them. This smoke will slowly kill you. Replenishing your health buys you more time. There are many Energy Drinks placed around the rooms that will keep you from having to use precious MedKits.

Push around in the cloudy room until you find a Thug in an adjacent room. Shoot him dead. This could be the quickest way to kill him unless you have enough for a Fury attack. Now look around in the kitchen (where the Thug was) for **Tim's Gun**. It's on a waist-level counter.

Retrace your steps and find the doorway. Going this way, it will read: **Travel to Slums.** Return to Tim at the church and deliver the gun. He thanks you and then says things you may only hear psychos say. But now you've got more XP and the glorious **Short-Circuit Mod**.

SHORT-CIRCUIT MOD



After completing Judgement Day, talk to Tim at the church to collect your XP and this Short-Circuit Mod.

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SIX FEET UNDER

REWARD
1500 XP, Wicked Sickle

QUEST GIVER
Owain

DIFFICULTY
Easy

OBJECTIVES
Find a spade for Owain.

FIND A SPADE FOR OWAIN.

Talk to Owain, who is located on the balcony near the entrance of the church. He offers this mission after completing Mother Helen's **Bury the Dead**. Owain wants to bury the decomposing bodies. He wants you to bring him a spade or a shovel.

Shovels are always found at the resort gas stations.

Shovels are always found at the resort gas stations, but Owain is more particular than he lets on. He really wants a Spade. You can find a **Spade** next to the stairs of the Overpass Village hut **(42).** Inside the fortified courtyard is a set of stairs that lead up to Chris standing on the porch. Take the Spade and use the Fast Travel Map in the same courtyard to get to the church very quickly and finish this quest by handing it to Owain. In return he gives you Xp and a **Wicked Sickle**.

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ACT II: MORESBY CONTINUOUS EVENTS

DIVINE LIGHT

REWARD
70 XP, Cash

OBJECTIVES
Get batteries for Rian.

QUEST GIVER
Rian

DIFFICULTY
Easy

GET BATTERIES FOR RIAN.

This Continuous Event unlocks after completing **Drop by Drop**. Rian appears on the church **(2)** pew near the entrance and next to Jin. Chances are you have already picked up some batteries, so if his hand icon is showing, go ahead and trade batteries for XP and a cash prize. Batteries can be found in the strangest places sometimes, but they are mostly always found in computers. If it's not a battery in a computer, then it's a magnet.

BLEACH WITH A VENGEANCE

REWARD
70 XP, Deo Bomb

OBJECTIVES
Bring 5 detergents to Tavin.

QUEST GIVER
Tavin

DIFFICULTY
Medium

BRING 5 DETERGENTS TO TAVIN.

After completing **Simon Says...**, this Sidequest is accessible after talking to Tavin, who stands near the explosives table to the right as you enter Simon's Hub **(66)**. For every five Bleach items you give him, he will give you 550 XP and a Deo Bomb. Bleach is found in various places. Many trash cans and cabinets contain bleach.

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THREE NAILS

REWARD

70 XP, Cash

QUEST GIVER

Bruno

DIFFICULTY

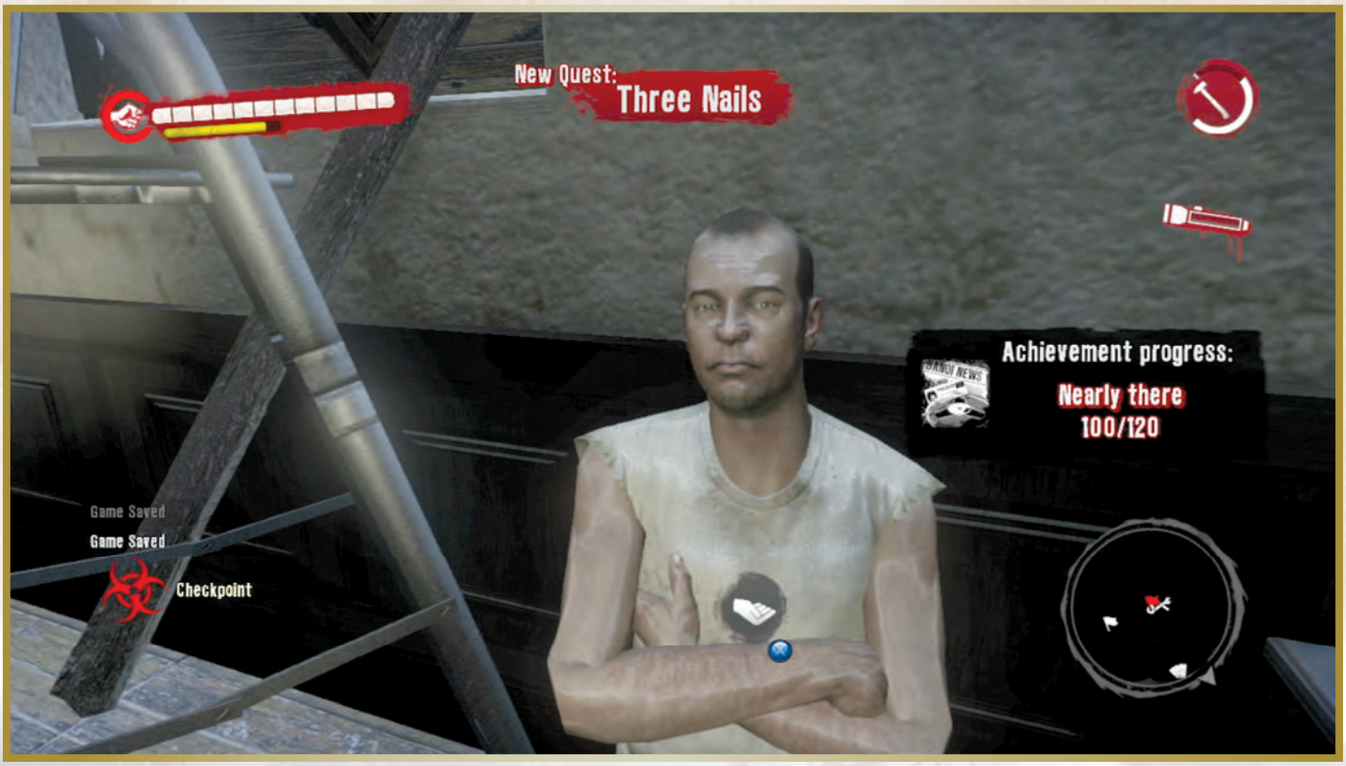
Easy

OBJECTIVES

Get the nails for the barricade construction.

BRING 5 DETERGENTS TO TAVIN.

Bruno, at St. Christopher's Church **(2),** gives you this continuous job as soon as you complete his previous Sidequest, **Fortress of God**. Give him any nails you have collected for XP and cash. Nails are found in all sorts of places. You often find them in trash cans, lockers and around Workbenches. Look everywhere.



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ACT III

Chapter 10: Going Green

WELCOME TO THE JUNGLE

REWARD
NA

QUEST GIVER
The Voice

DIFFICULTY
Very Hard

OBJECTIVES
Get to the jungle through old bunkers.
Find Mowen in the River Village.
Drive with Jin.
Eliminate all the undead in Gaia Falls area.
Escort Jin to River Village.

FIND MOWEN IN RIVER VILLAGE.

You begin **(1)** the jungle near a collapsed overpass. Jin stands near a pickup truck . She says she may know someone who can help.

FAST TRAVEL

If you need to return to the resort, there is a portal up a small hill to the west and within about ten yards of your starting position. The portal is in a small bunker entrance beside the collapsed overpass.

DRIVE WITH JIN TO THE VILLAGE.

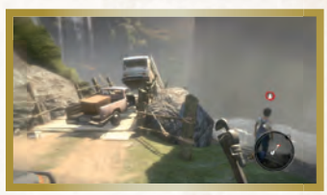
Follow the minimap route along the westernmost dirt road to reach the River Village.

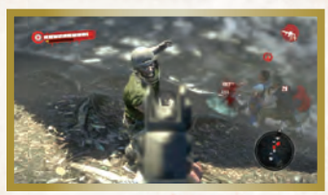
ELIMINATE ALL THE UNDEAD IN GAIA FALLS AREA.

Gaia Falls: Broken Bridge

Your first stop is in the Gaia Falls **(3)** area. The bridge is destroyed. A large bus teeters on its edge. Undead occupy the area and Jin bravely rushes down the hill to the stream to continue the trip. Exit the vehicle. Unfortunately you're going to have to walk the rest of the way to the village.

Walkers and Infected begin to appear from the water and areas under the bridge. They mostly target Jin. If she dies then you must restart from the last checkpoint. Keep her alive. Keep the undead away from Jin. Around five red skull icons appear on the minimap. Destroy these undead and a new destination marker is given ahead. Jin will not move from the side of the stream until you clear the undead from around the bridge.





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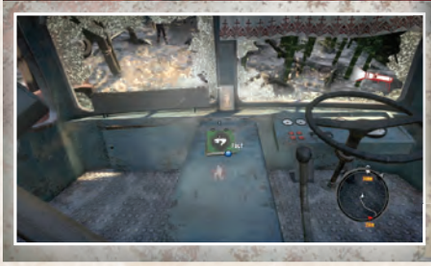
A Floater occupies the area in the water at the collapse. You can safely start your attack from the north edge of the broken bridge. There are explosive barrels scattered all over. The explosive barrel in the bed of the pickup truck that nose-dived into the stream is in a good location for mass damage.

Target that to kill or seriously damage the undead nearby. More Walkers appear from the other side of the bridge area, so keep aware as you battle the bigger undead. Once the area is clear, Jin moves to the continuing road beyond the bridge.

BANOI HERALD EXCERPT #30



Find this Fact on the dashboard of the bus teetering on the edge of the broken Gaia Falls bridge. Enter the bus through the back doorway.

ESCORT JIN TO RIVER VILLAGE

Follow Jin along the road. Soon she will pause as undead are spotted around a wrecked camper **(4)**. An Infected, a Floater, a Thug, and a few Walkers attack as you get near their feast location. Try not to use your Fury yet. After clearing them, a second wave of four Infected attack. You should use Fury now. If you decide not to, then kick them if they get too close and beat them when they stand back and scream. Clear the area and continue to follow Jin closely.

Jin pauses again when you reach the first intersection **(5)**. There's a Thug and some Walkers feasting around an overturned pickup truck. Notice the explosive barrels behind the truck. Target these quickly before the undead move toward you. This will seriously damage and kill some of them. Jin moves again after defeating the last of the red skull enemies on the minimap.

Just to the right of the overturned pickup truck battle is a small swamp where Jin gets into a confrontation with three Walkers. Take them out quickly before they hurt Jin. Throw weapons at them if you can't get to her soon enough. Notice there is a small shack that contains a Workbench on the left side of the road in this area.

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Crash Site: Nighthawk

Jin decides not to follow the road for a bit, just long enough for you to spot something interesting. In the next clearing on your right **(6)** is a wrecked pickup truck with some luggage and a weapon chest that you can raid. Let Jin be alone for a second and continue to the west beyond this truck and you will come up behind a Jungle Mugger near another pickup truck. He's alone. Take him out before he notices you.

Just over the hill the mugger was facing is a distant view of the plane crash site **(7)**. This is an objective in "Nighthawk," a Sidequest received from Monica at the Lighthouse. There's no need to investigate the crash site now, as you will receive a new Sidequest to do so later. Right now you should return to Jin.

Bunker

Follow Jin as she reaches a large rock archway, which covers the road and makes a short tunnel **(8)**. Infected often attack here, so be ready. To the right of this pathway is a bunker. Refer to **"A Wounded Crank"** Sidequest for help with this project. Now is a good time to take the job. Return to Jin at the arch rock tunnel when you are done.

River Village

The continuing route to the River Village is a safe one. Notice the road is blocked at the village's entrance **(10)**. A wrecked vehicle is blocking the path. This will be moved as you progress further in the story, allowing you to drive a car in and out of the village from this entry point. The east exit out of the village is also temporarily impassible. The wooden gate is closed.

Matutero's Hut

Follow Jin to Matutero's hut **(11)**. His comrade, Mohakin, greets you from an open window. He unlocks the door. Enter and talk to Matutero. Inside, Jin asks about Mowen's whereabouts. Matutero delays the answer to tell you about the Jungle Muggers that came through and raided his camp. They took all their supplies and weapons. He agrees to tell you where Mowen is if you do him a favor.

This completes the first jungle quest. Search this hut. It has useful items including a Workbench and a Fast Travel map. Now is a good time to look for local Sidequests before you talk to Matutero again.

RIVER VILLAGE SIDEQUESTS

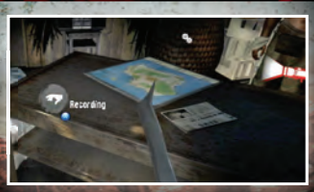
Currently you can find two ID Cards and a Recording in the River Village. You can also talk to the quest givers in the huts to begin the following Sidequests and Continuous Events: **Blood in the Tropics, The Dead in Fishing Net, Death Wish, Ashes of Humanity,** *and* **Feeding the Multitude.** *After finishing the quick Blood in the Tropics,* **Weeds** *can be started.*

RAZOR MOD

Find the Razor Mod rolled up and sitting on Matutero's desk in his River Village hut.

TAPE #07 HEADING INTO THE JUNGLE

Find this recording on Matutero's desk in his hut located in the River Village.



05 Walk-Act 03.indd 214 8/29/11 8:07 AM

CHASING SHADOWS

REWARD
Auto Rifle

QUEST GIVER
Matutero

DIFFICULTY
Hard

OBJECTIVES
Talk to Matutero.
Recover stolen weapons and ammo and bring them back to Matutero.
Deliver two weapon boxes to Matutero.
Talk to Matutero.

TALK TO MATUTERO

Speak with Matutero **(11)** after finishing **Welcome to the Jungle** and he'll offer this quest. He explains how Afran ordered his gang to raid the River Village. However, the getaway went badly and a car is stuck in a swamp while they wait for help.

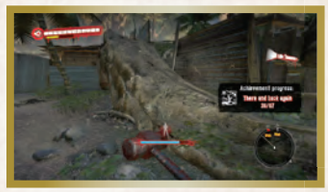
Mohakin, the guy at the door, mentions a shortcut up to the village leading through the canyon and Ghost Village. This is good to know. It's a way to sneak up behind the enemy. Exit the hut and head left toward the west exit. Before you reach the blocked road at the village exit, leave the road and head north between the canyon wall and the first hut where Pono lives **(13)**. If you have this quest selected in the Quest menu, then a shortcut route will now draw on the minimap.

Head through the bamboo behind the hut and continue up the hill until you find a beaten path just over the hill. This path becomes a narrow ravine **(19)** where you instantly encounter some Walkers. Take them out and continue through the ravine to the back of Afran's camp **(20).**

Afran's Camp

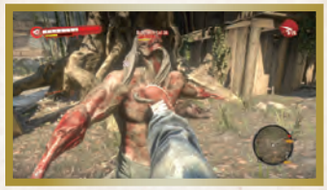
When you reach huts through a clearing **(20)** in the ravine you will also find a large overturned tree that allows you to gain access to the nearby rooftop. Follow the path across the planks connecting the rooftop with the next one to the left. The north edge of the second rooftop gives you a good view of what you are dealing with in this camp. There is an insane amount of undead activity here. You will confront Walkers, Infected, Thugs, Floaters, Suiciders, and a new enemy when you reach your destination **(21)**.

From the second rooftop you can launch the propane tank (found there as well) down into the mob below the rooftop and carefully distance yourself before you explode it to take out a group of undead with one bullet. Follow the minimap route to a narrow alley **(21)** between huts beyond the central swamp.



The Butcher

A cutscene introduces a newly discovered undead in the jungle swamps: the Butcher. This Infected beast has no hands, so it uses its sharp arm bones as weapons. This thing fights like an Infected on steroids. It also shows more resistance to your attacks and doles out more damage than an Infected.



We found the best way to stop these, besides just shooting them with a high-powered assault rifle, is to kick them. These things rush at you and force you to use close combat skills; kicking them knocks them back long enough for you to get in any other kind of attack that enters your mind. Follow that with another kick and attack and you'll find the rhythm to the Butcher's attacks.

Of course, while dealing with this crazy monster, you have other undead to contend with in the same area. Avoid the spitting Floater nearby and take him on after the Butcher. Needless to say, if you have Fury during this battle, use it.

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Floater Stream

After clearing a safe route through the compound, continue following the minimap route to a stream filled with Floaters and Walkers **(22)**. Take them on before they rise out of the water fully, or you can just sprint through and avoid this battle. Defeat the lying Walker near the tree that crosses the stream. Crouch under the overturned tree to continue.

DELIVER TWO WEAPON BOXES TO MATUTERO.

Rope Bridge

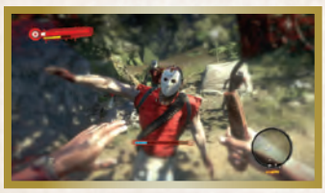
Now you're home free. Sprint up the pathway that runs up a hill and crosses the rope bridge **(23)**. Just over the rope bridge you reach a dark road. Turn right and you'll spot a distant body, but closer to you are weapon crates scattered around a truck **(24)**.

Creep up behind the Jungle Mugger and if you don't have a gun to shoot him, throw a weapon or two at him to kill him while his back is turned. Take this man's gun to help you eliminate all the muggers from the stream area.

Mugger Stream

The Mugger Stream battle is exciting. It's a great shootout challenge. Keep covered behind vehicles and large boulders (there are plenty of them to provide cover) and move forward, eliminating all the muggers using the minimap to pick them out from hiding. Look for explosive barrels to remove some enemies from cover and from life. There are a lot of ammo pick-ups to find near the vehicles and every enemy is going to drop a gun.

Clear the muggers from the stream and begin moving one of two weapon crates into the truck **(26)** on the opposite end of the stream. The crates are marked on the minimap with the picking-up hand icons. Undead are able to move into the area now that no one is holding them back. So if you hear them, throw the crate down and fight.



A VOICE FROM ABOVE THE SKY

On your way back to River Village you should stop and find the hidden bunker **(27)**. *Push through the foliage to find the entrance. Use a marker on it so the minimap will help you. There's a radio from* **A Voice from Above the Sky** *and the Razor Mod is there. It's a two-fer. Plus, there's canned food for the hungry.*

Once both crates are in the back of the red truck, follow the route right at the intersection **(26)** and continue driving until you reach River Village. It's a fun ride. The only problem you run into along the way is a gang that continually regenerates in a small camp **(28)** just outside River Village. You can drive right through and avoid their firearm attacks.

Back in the village you discover the east entrance is now open. Park the truck in front of Matutero's hut **(11)** and move the two crates from the truck into the two hand-out icons to the left of the porch ramp (near the dead body).

TALK TO MATUTERO.

Enter the hut **(11)** once both crates are in place and talk to Matutero. He congratulates you and gives you an auto rifle. **Soldier of Fortune** begins immediately.

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SOLDIER OF FORTUNE

REWARD
6500 XP

QUEST GIVER
Matutero

DIFFICULTY
Very Hard

OBJECTIVES
Talk to Matutero.
Go to Afran's Village.
Proceed to Afran's hideout.
Kill Afran.
Get on the boat

TALK TO MATUTERO.

This quest begins immediately after **Chasing Shadows**. Talk to Matutero **(11)** once again and he agrees to take you to Mowen. But first you must take back the boat he stole.

Use the Workbench and visit Jin if you need to restock on any weapons you left with her. It's good to have firearms in this quest. Get in a truck and drive out the east village exit. At the first intersection **(26)** turn right. At the second intersection **(29)** turn right again…unless you want to make a detour here for two nearby Sidequest objectives (if so, see: **Death Wish** and **Spy Game**).

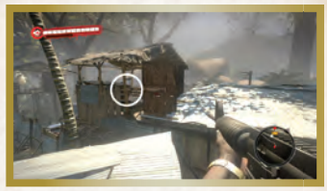
Afran's Village

Continue left at the next intersection **(30)** and head due south until you reach the camp. Park your truck outside the gate. The first guard tower is empty of life. Check out the weapon chest inside if you need a pistol.

PROCEED TO AFRAN'S HIDEOUT.

Take cover behind the pickup truck with the crates in back, parked before the two gun towers at the front of the base. Shoot the gunman in the left tower first. The one on the right stays behind cover, making it very difficult to get him from the truck position.

Head to the shack on the right below the guard tower and climb the ladder to the top of the shack. Quickly shoot the gunman in the tower **(33)**. Leap over toward the tower and enter it. There are grenades and ammo, a MedKit and a weapon chest. Grab the grenades and toss them down to the soldiers in the courtyard below. Throw one near the truck and one closer, below your tower, to clear out the soldiers now firing on you. Use the stationary gun to mow down survivors and to shoot explosive barrels.



Head to the shack on the right below the guard tower and climb the ladder to the top of the shack. Quickly shoot the gunman in the tower **(33)**. Leap over toward the tower and enter it. There are grenades and ammo, a MedKit and a weapon chest. Grab the grenades and toss them down to the soldiers in the courtyard below. Throw one near the truck and one closer, below your tower, to clear out the soldiers now firing on you. Use the stationary gun to mow down survivors and to shoot explosive barrels.

Get in the tree fort to take out more gunmen in the houses across the road. You can also start picking off enemies around the bus from the same circular tree platform. Once the front area (from the bus to the front gate) is clear, look in the hut **(34)** for an ID Card.

BANOI HERALD EXCERPT #32

This Fact is located on a table in the first house **(34)** on the left as you head south through Afran's Village.

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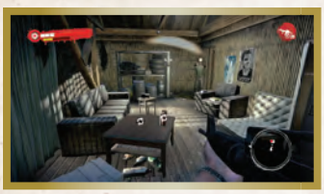
Work your way through the second section of the camp, which is beyond the bus and through the next set of gates **(35)**. Use the wonderful cover provided to clear all the enemies from this area. Find explosive barrels to help you speed things up. Be careful as you approach the second house on the left in this area. An enemy ambushes you from the left around the shoreline area. Be prepared to gun him down first and then clear the next gatehouse. There's a Workbench near the gate.

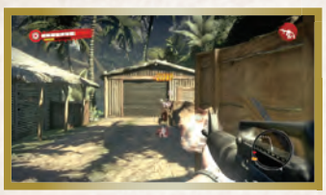
Gatehouse

To get around the next locked gate, you must pass through the gatehouse **(35)**. Break down the door and shoot the soldier near the next door on the right. Take all the items that interest you in this hut. The grenades on the table always interest us. Before you exit the gatehouse, stand by the exit doorway and shoot the soldiers outside by the pickup truck and the mossy boulder to the left further down the path.

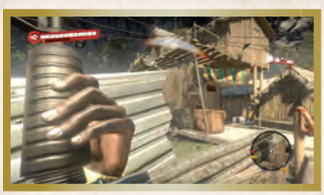


Network of Piers

Continue to work your way meticulously through the compound, taking out enemies using your favorite firearm until you reach a network of piers **(36)**. Clear the two gunmen guarding the pier entrance and then tap the gunman around the first corner. This soldier stands near an ammo cache.

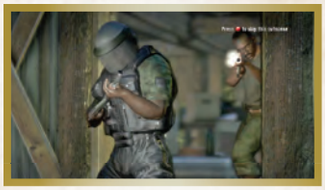


At the next left corner on the pier **(37)** use the cover provided by the shoulder-high sheets of metal. Hold this position while taking out as many enemies across the water as you can. Continue forward into the long dock shelter **(38)** using every cover opportunity given and use the many explosive tanks scattered around to your advantage.



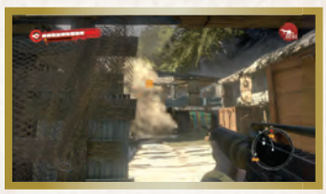
KILL AFRAN.

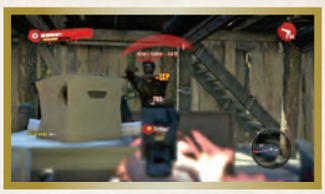
When you work your way to the boathouse, a cutscene shows well-armored gunmen in police gear preparing for your arrival. There are two guards in a second-level balcony on the right and two on the left. Afran is on the middle balcony in the back of the building. It takes a lot of bullets to take him out. So, use the shelter just before the courtyard to stage your attack.



In this shelter **(38)** near the exit where you can stage your attack on Afran is a toolbox full of grenades. Begin by throwing one grenade on the right-side balcony to take out the guards there. Next throw one or two onto Afran's balcony **(39)** as close to him as possible, while dodging the bullets being shot at you from the guards on the left-side balcony.

After you run out of grenades, finish off the enemies with assault rifle rounds. Once Afran is dead the objective is complete. Break in the door of the boathouse and shoot the enemy inside. Find the Weapon Mod on a scrap table just through the door you forced open.





PHOENIX MOD

Find the Phoenix Mod on a table on the first floor of the boathouse **(39)** where Afran made his last stand in Afran's Village during **Soldier of Fortune**.

GET ON THE BOAT.

To complete this mission, walk out onto the pier toward the boat found under Afran's boathouse. You suddenly find yourself back at the harbor in River Village with Matutero and Jin at the end of a pier **(40)**. Talk to Matutero to finish the quest. If you wish to continue working on Sidequests, now is a good time to do it before you talk to Matutero—there's an entirely undiscovered camp with quest givers out there.

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Chapter 11: Down the River

KING OF THE SWAMP

REWARD
1000 XP

QUEST GIVER
Matutero

DIFFICULTY
Very Easy

OBJECTIVES
Talk to Matutero.
Find Mowen in the Swamps.

TALK TO MATUTERO.

After completing **Soldier of Fortune**, Matutero will be standing ready by the boat **(40)** to take you to Mowen's Camp **(51)**. We suggest you take care of as many of the Sidequests in the jungle as possible before you start taking steps to leave it. As soon as you accept his transport offer, you warp a little ways to the west to a pier at Mowen's Camp.

FIND MOWEN IN THE SWAMPS.

When you arrive at Mowen's pier you are instructed to find Mowen. Simply follow the minimap route across the pier and down a beaten pathway to the left. You should look around the ground; there are gotu kola weeds in this area.

Find Mowen in his hut. You may need a flashlight to see him; it's very dark inside. Simply entering the hut completes the quest. **River Trip** begins immediately.

ID CARD #063

Find the ID Card on the edge of a table behind Mowen in his hut **(51)**.

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RIVER TRIP

REWARD
1000 XP

QUEST GIVER
Mowen

DIFFICULTY
Medium

OBJECTIVES
Talk to Mowen.
Get on the boat and sail to the lab.
Investigate the laboratory.

TALK TO MATUTERO.

Mowen **(51)** tells you that The Voice on the radio has it all wrong and that he doesn't know the way to a prison. However, Mowen does know where the dead people are coming from and offers to take you there. It's an experimental lab deep in the jungle.

GET ON THE BOAT AND SAIL TO THE LAB.

Follow Mowen back to the boat where Jin and Matutero wait patiently for your return. Once on the boat you get your new objective…

INVESTIGATE THE LABORATORY.

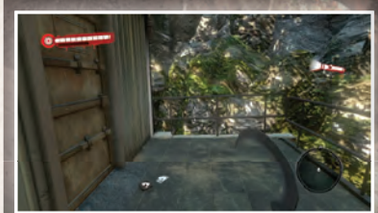
Walk to the steering column in the back of the boat and activate the **Travel to Laboratory** button.

Laboratory Jungle

You reach a deep jungle boat slip **(52)** with an attached warehouse, a nearby Fast Travel map and a working truck. Notice your boat now has a Workbench near the steering console. Get off the boat and deposit or exchange weapons with Jin and enter the truck parked by the shelter to your right.

ID CARD #082

This card is found in the jungle dock warehouse. This is the first area reached in the Laboratory Jungle in ACT III. Enter the boathouse/warehouse, then go up the stairs and through a doorway. The card is on the floor near a locked door on the back porch. There is also a weapon chest on this landing.



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ID CARD #085

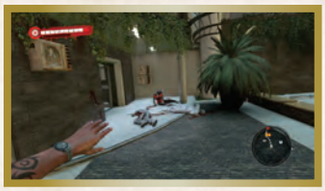
Find this card in a wrecked yellow truck on the left side of the road between the boat and the laboratory in the jungle. Run over the local undead and then get out of your vehicle to find this card on the front driver's seat of the yellow pickup.

BANOI HERALD EXCERPT #37

After talking to Willy (54) at the first open office (he blocks) in hallway A1, enter the bathroom beside his room to find this Fact on a toilet in a stall.

INVESTIGATE THE LABORATORY.

Drive through the undead on your way along the bumpy jungle road to the front gates of the laboratory. Notice a great deal of the undead around here are wearing white clothing—they're lab workers. When you exit your vehicle at the entrance **(53)** to the laboratory, look around for Infected or Walkers in the area. Many are lying down when you arrive.



ID CARD #084

Find this card on the tiled driveway near the entrance. It's hard to see since it's on bright tile. Look on the other side of the laboratory's "Geo Pharm" logo sign as you drive up to the entrance.

Lab Interior

Follow the minimap route into the lab lobby and slaughter the undead rising to their feet inside. Find the Fact on the lobby table.

BANOI HERALD EXCERPT #40

Find this Fact on the coffee table in the lab's lobby (the room with the letter "A" painted on the walls).

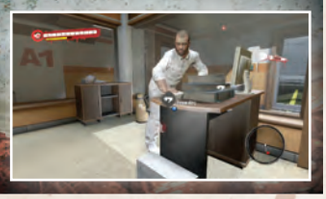
Push through the hallway door and talk to Willy **(54)**, the man who greets you at the room he blocks on the left side of the hallway. He suggests you see Dr. West further into the lab. Follow the minimap route to Dr. West **(55)**.

Willy: You'd better talk to Dr. West. He's in charge here.
Go through the locker rooms. We're building barricades
against the infected, but they are relentless.

Continue following the minimap route through the locker room and then what seems like a storage room until you reach another section of hallway A1 that allows access to the lab rooms. In the open office attached to Dr. West's lab is a hidden Recording. Also find a gun on a computer keyboard shelf in the desk adjacent to the recording.

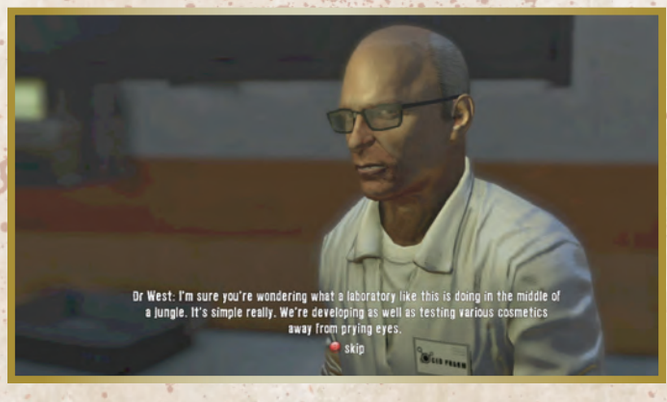
TAPE #09 THE LAB

Find this tape on the edge of the lab technician's desk in the office attached to Dr. West's lab.



Dr. Robert West's Lab

Talk to Dr. West **(55)** and he tells you that the lab is there because they are testing cosmetics. Looks like the makeup works wonders for the locals. He's now switched his focus on this virus and has done some studies using some local natives. He wants to test your blood. Agree to begin **House of Science**.


Dr West: I'm sure you're wondering what a laboratory like this is doing in the middle of
a jungle. It's simple really. We're developing as well as testing various cosmetics
away from prying eyes.
skip

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HOUSE OF SCIENCE

REWARD

NA

QUEST GIVER

Dr. West

DIFFICULTY

Hard

OBJECTIVES

Help scientists in the lab.

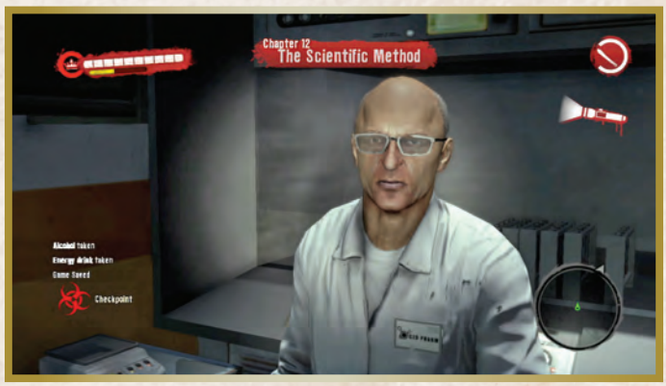
Talk to Dr. West.

HELP SCIENTISTS IN THE LAB.

After talking to Dr. West **(55)** the first time, he takes your team's blood for tests. While you wait for the results, you simply need to help the two scientists in the lab: Bob with **Rats in the Lab** and Willie with **Power Slaves.** For help with these, see Act III Jungle Sidequests.

TALK TO DR. WEST.

When these Sidequests are complete, come back to talk to Dr. West. He has the results of your team's blood tests. Everyone is O negative (a popular blood type), but he thinks that might just be a coincidence. However, the virus does not react to your T-Cells the way it does with others.



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Chapter 12: The Scientific Method

MAN OF FAITH

REWARD
7500 XP, Reaper

QUEST GIVER
Dr. West

DIFFICULTY
NA

OBJECTIVES
Find the natives camping near the lab.
Find an alternative path to the cave.
Enter native's arena.
Defeat Ope's strongest warriors in combat.
Get blood sample from defeated warrior.
Take blood sample to Dr. West.

FIND THE NATIVES CAMPING NEAR THE LAB.

Dr. West **(55)** says the virus is a strange mutation of a degenerative neurological disease endemic to the Kuru natives. He wants you to get a blood sample from them. However, their blood is sacred to them, so they refused his previous requests.

The destination of this tribe **(65)** is beyond a research camp **(60)** that you have yet to explore. There is a gate in this camp that allows vehicles to pass through, but it is locked. Once you've cleared the camp of undead, using your vehicle as a weapon, you will have completed an objective in the Sidequest **Danse Macabre.** We suggest completing that and all of Sebastian's **(60)** Sidequests while you are here. Once you have completed his jobs, pass through the camp and continue to the tribe **(65)**. It isn't necessary to complete these Sidequests now; it's merely a suggestion if you want to complete all the quests.

Once you have completed some of Sebastian's Sidequests, get in a truck and drive through the automatic gates beside his cabin **(60)**. Follow the rough, twisting, undead-occupied pathway to the locked gates of the native camp **(65)**.

FIND AN ALTERNATIVE PATH TO THE CAVE.

Native Camp

When you reach the locked gates of the Native Camp **(65)** you find a new objective telling you to find another way in. Exit your vehicle and follow the beaten path **(66)** on the left side of the gates. It's usually an undead-free zone. Pick up some health items and search the baskets along the way. At the end of the path is a large, elaborate pit.

ENTER THE NATIVE'S ARENA.

Jump down into the native's arena **(67)** and prepare to begin a survival challenge with the local native warriors. Koritoia Ope, the leader of the natives, tells you that you must prove yourself worthy before he helps you. You must battle a few waves of undead natives in the circle of spirits.

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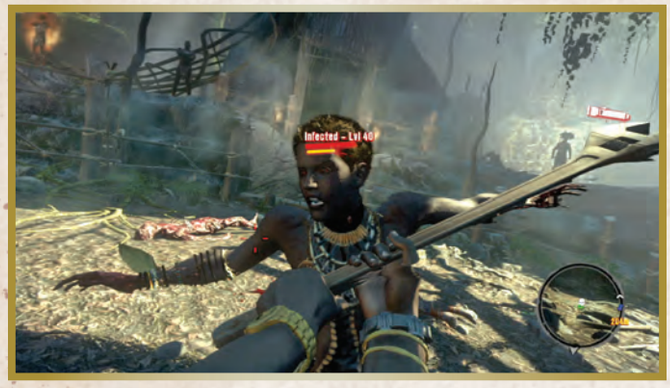
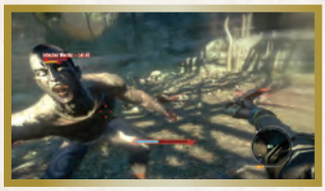
DEFEAT OPE'S STRONGEST WARRIORS IN COMBAT.

There are some powerful weapons stuck in the wood posts surrounding the pit in case you need some good weapons. There are healing items in places around the pit. As soon as the survival challenge **(67)** begins, look at your minimap and find the direction of the enemy. They enter the pit from one of two open caves on opposite sides of the pit. When you see what direction they are coming from you can move to a farther place to funnel the attacking undead. This allows you to meet them with thrown weapons and time your weapon swings to take off their heads. Use dodges when necessary and save your Fury for the final round.



Greatest Warrior: Fight to the Death



After a few waves of increasing numbers of undead, Ope announces this greatest warrior. This is the final round. A very large undead comes running out to the pit. He is the size of a Thug but is from the Infected bunch, so he's very fast and powerful. Now use Fury. He's not alone. Two smaller Infected jump out to help. Use kicks and dodges if you don't wipe them out with Fury. Slash and wallop them from behind when you can. Try to circle them as you fight. It confuses them.

GET BLOOD SAMPLE FROM DEFEATED WARRIOR.

When the battle is won, take the blood sample from the large warrior, collect your weapons, climb the ladder out of the pit, and find your vehicle at the now-unlocked gate entrance.

TAKE BLOOD SAMPLE TO DR. WEST.

Before you leave the actual native camp, talk to the warrior **(68)** near the exit pathway and he'll give you a Continuous Event: **Dreamtime.** Take the vehicle you left at the gate back to the lab. Enter the lab and follow the minimap route back to Dr. West **(55).** This quest is complete and the doctor gives you a nice **Reaper**. He needs time to analyze the sample, so now you can partake in some more Sidequests around the lab, which is a Main Quest of its own: **Demonic Science**.

DEMONIC SCIENCE

REWARD
Cash

QUEST GIVER
Dr. West

DIFFICULTY
Very Hard

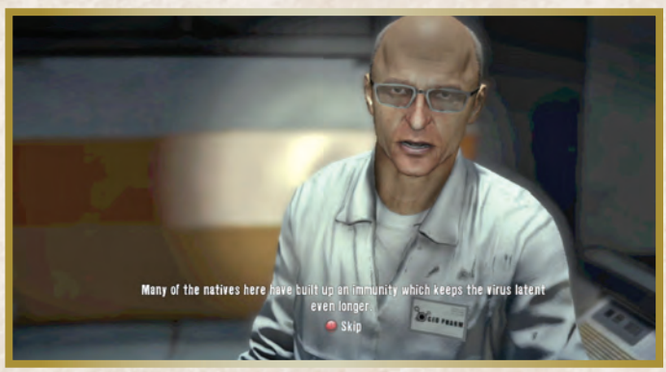
OBJECTIVES
Help scientists in the lab.
Talk to Dr. West.

HELP SCIENTISTS IN THE LAB.

When you complete Dr. West's **(55) Man of Faith,** this quest begins while he analyzes the native blood sample. The first Sidequest available is from the Scientist **(69)** in the operating room. He gives you **Rotting Flesh.** You must also finish the next Sidequest that is unlocked: **Substance of Matter.** Frank, also in the lab, gives you this job.

TALK TO DR. WEST.

Go back and talk to Dr. West after completing **Rotting Flesh** and **Substance of Matter** from two other scientists in the lab. The doctor needs a stable version of Kuru that hasn't mutated to create a vaccine. When you accept the challenge he tells you that you must find someone in Ope's clan who has not been in contact with the infected. The end of this quest blends into the beginning of his next, **Pure Blood.**



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Chapter 13: Blood Trials

PURE BLOOD

REWARD
8500 XP

QUEST GIVER
Dr. West

DIFFICULTY
NA

OBJECTIVES
Go talk to Koritoia Ope.
Escort Ope to Mowen's boat.
Go with the shaman to the catacombs of his clan.
Follow Yerema.
Help Mowen.
Escort Yerema to Mowen's boat.
Take Yerema to the laboratory.
Go with Yerema to Dr. West.

GO TALK TO KORITOIA OPE.

The doctor needs a stable version of Kuru that hasn't mutated to create a vaccine. When you accept the challenge he tells you that you must find someone in Ope's clan who has not been in contact with the infected.

SIDEQUESTS UNLOCKED

When you accept the quest **Pure Blood**, *three more Sidequests become available from two scientists in the lab and one in the camp: Dr. Luchance* **(Insect Repellent)**; *Nguyen* **(Where Is My Pineapple?)**; *and Connor* **(Deus ex Machina)**. *We suggest you complete all of the Sidequests concerning the lab before continuing the Main Quest.*

Once you have completed all the Jungle Laboratory Sidequests, travel back to the native camp and speak to Ope **(78)**. Ope explains that everyone in his village ate the flesh of the immortals, but many did not resurrect. The only warriors left are in the tombs of their ancestors.

ESCORT OPE TO MOWEN'S BOAT.

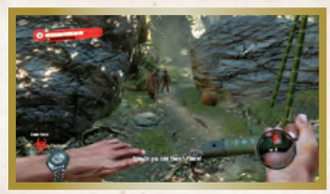
The natives don't like vehicles, so don't even try to get Ope to take a ride with you to Mowen's boat **(52).** Follow Ope as he takes a shortcut road **(79)** from the camp to the pier.

First Ambush

The first undead ambush occurs at the boulders **(79)** marked on our map. It's usually a single Thug. Throw weapons to take him out from a distance. Ope stands back out of the way while you take care of business.

Second Ambush

The second ambush occurs not too far from the first. Four or five Walkers attack when you reach the next set of large boulders **(80)**. Don't use Fury yet. Keep them off Ope and use your character's unique fighting skills to take them out before they harm either one of you.



Last Ambush

The last ambush occurs just before you reach Mowen's boat. This happens at the last set of large boulders **(81)** on the dirt road. You'll come up against three Walkers and a Thug. Finish off the Walkers first and then tear down the Thug. Use Fury here if you have any in reserve.

Head through the small boat warehouse at the pier to reach Mowen's boat **(52)**. Once there, The Voice is heard talking over the boat radio. He warns you to keep an eye on the shaman (Ope); he does not trust he will be civil during your quest.

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GO WITH THE SHAMAN TO THE CATACOMBS OF HIS CLAN.

Enter Mowen's boat. Use the Workbench near the steering column if you need to. Once you are ready to leave this part of the jungle and continue on the quest with Ope, activate **Travel to Catacombs** on the steering wheel.

Tomb of the Natives

PURE BLOOD (CONTINUED)

GO WITH THE SHAMAN TO THE CATACOMBS OF HIS CLAN.

COLLECTIBLE BREAK

There are plenty of items on the Tomb of the Natives map, but none of them are "Collectibles." It's not until the prison level that you will have to search for new Collectibles.

When you exit the boat in the new jungle area, Mowen announces his dislike of this evil place and that he is staying with the boat **(82)**, as is Jin. The Workbench is still with the boat. Make sure your weapons are healthy. Also check to see if you have better ones with Jin. If so, take the best you have on this quest through the jungle.

Sacrificial Altar

Follow Ope through the shallow stream and to the clearing **(83),** where he comments on the altar where sacrifices are made.

Follow Ope as he veers left toward a bridge where he stops again. He sees undead over the bridge. Stop them. Don't let them kill Ope…or you. These instances appear with red skull icons representing the enemies. When these are eliminated, Ope will move to the next checkpoint. Defeat the Walkers and the fat Floater in the water to your left. Don't forget the Floater meat for Dr. Nguyen.

Ope's Village

Ope takes a jog on a vegetated trail up a hill and gets quite far without incident. He stops and talks as he enters a small village **(84)**. He calls this his village—and warns you he senses angry spirits everywhere.

Once deep inside the village, Ope's calming words of non-violence and suggestions to keep moving become silenced. The undead are now pretty much all around you. You've got a Thug on your left and Infected, Walkers and a Butcher among the mob. If you have Fury, use it when you have all the baddest evils in range and then let loose on them. If you don't have Fury, work the other way—weakest gets it first.

If you don't keep Ope alive, you won't make it past this village. Keep an eye out for him. He looks very similar to the undead, so watch your minimap as you battle. Defeat all the undead (white skull icons on the minimap) in the area to allow Ope to pass through the village. This is a big fight and it could be the largest population of undead turned on you at once, this far in the game.

There are fruits on the ground in many places in this village to help you replenish your lost health. As you leave the village, if you linger too long, you may see a Suicider. If you do, blow him up and see if he leaves meat for Monroe back at the lab. Ope gets pretty far out of the village before he pauses again.

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Infected Ambushes

When Ope pauses near a couple of tall boulders **(85),** he cautions you about the whispering warnings. Stop and wait for two consecutive, running, screaming, Infected attacks. Time your throws to the heads to take them out with one hit. Progress a little further up the path and a couple more Infected attack in the same fashion.

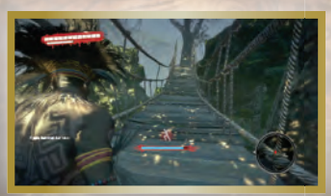
Thug & More

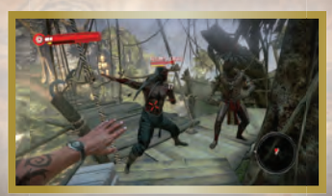
Again, Ope gets going on a really good hike. Things go great until you round a curve into a hornet's nest **(86)**. If you have explosives, use them on the mob of undead as you arrive. Use Fury to get through this battle quickly. If you use Fury, sprint to the end of the pathway with rope and posts to eliminate the nearby Thug **(87).**

Bridge

After the Thug, it's smooth sailing to the beginning of the suspension bridge **(88).** You can find an Axe in the back of the first tree supporting the bridge. Take it if it's in better shape than one of your battle-worn, lower-level weapons. Find fruit to replenish your health on the second tree roundabout. Find a Sickle and a Knife in the wood beams around this tree. Prepare to fight now.

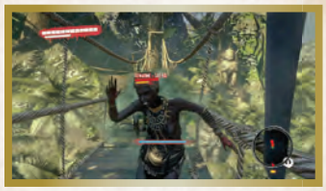
When you reach the middle of the bridge, a Butcher comes running at you from further ahead. Throw weapons at him as he approaches; if that doesn't take him down, begin the kick, attack, kick, attack maneuver to beat this guy. The good news is that his attention can get turned onto Ope and you can take him out easily from behind.





Just about the time you think you made it across with no more undead attacks, two noxious Infected come running at you. Throw weapons at their heads at long range, then time your swings as they come closer if they are still moving.

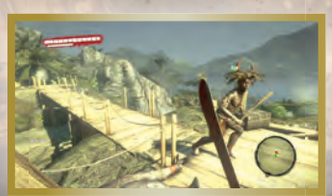
On the opposite side of the bridge **(89)** you can take a detour down to the water if you're looking for Suicider or Floater meat for the roommates at the lab (Monroe and Nguyen). Otherwise, follow Ope up the hill and to a raised drawbridge **(90)**. There may be a Floater on your left if one managed its way up this high from the stream below.

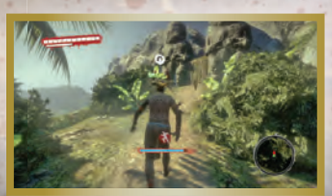


Drawbridge

At the drawbridge **(90)**, Ope stops and tells you to use the second lever on the other side of the bridge. Drop down to the rocks below and notice a deeper crevice. If you drop to that level there is a ladder to get you back up to the rocks you are on and there's a Walker that will get up and attack near a weapon chest. You need to jump from the ledge just below the bridge to the next one where a dead guy lies.

Once on the ledge with the dead guy, go ahead and attack him before he jumps up. Climb the ladder, defeat another undead, and use the lever on this end of the bridge to lower the drawbridge, which allows Ope to cross. Find a decent weapon in a chest on the bridge. Follow Ope up the short hill, to the tomb **(91)**, and into a cutscene.





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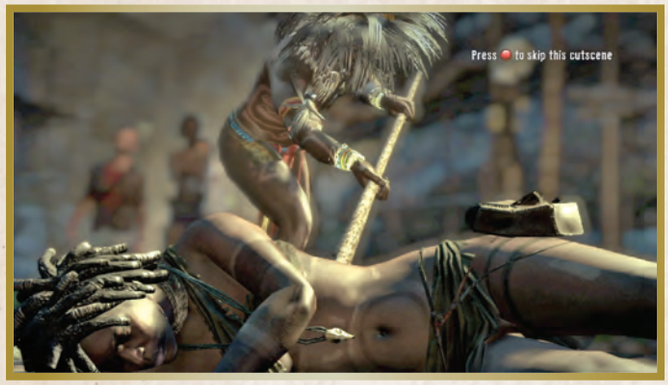
Yerema

Inside the cave, the party finds Yerema lying on the ground. The shaman thinks she may be undead and raises his staff to kill her, but a teammate takes him out before he lays a hand on her.



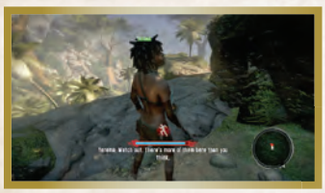
FOLLOW YEREMA.

After the cutscene you find yourself back on the jungle trail just outside the tombs, and Yerema **(92)** is your new trail guide.

OLEANDER

Look around the ground in this area (this is the only place you may want to stop in this challenge), and you can find oleander. Look under palm leaves with the interactive gear icons. Press the Use button and you'll sometimes find oleander.

This is the most dangerous "follow me" quest in the game. Luckily, Yerema is not stupid; she's only going to stop once. So, do your best to keep up with her.



Yerema stops at the end of the first pathway at a rocky hillside **(93)**, which doesn't look too bad to travel down to reach the lower pathway. As she stops to tell you to keep up, one of the Infected from an intersecting pathway catches up to you. Slash her head off and get down that rocky hillside. The key is to just keep moving. There are no Collectible items here, so just move it.

At the bottom of the rocks **(93)**, Yerema heads left down a pathway **(94)** and will not stop for the mob of undead at the bottom of the rocks, so neither should you. Go!

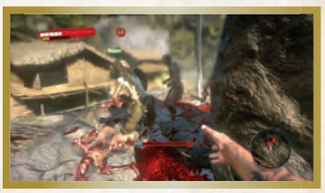
When you reach the straightaway **(95),** Yerema may not be able to outrun the angry mob of Infested you've collected behind you. If she does outrun them, then great. If she gets caught, you need to go back and help her out of the mess. If she dies, you must restart from the beginning of this trail.

At the edge of the cliff **(96)**, Yerema calls your attention to Mowen down below, fending off the undead at the base of the altar. This is a checkpoint. Get beyond this point and you won't have to repeat the previous chase challenge.

HELP MOWEN

Follow the minimap route the rest of the way down the path and into the village—and to Mowen battling the undead at the altar **(97)**. Mowen can hold his own pretty well, so single out the enemies around the village (red skull icons on the minimap) making their way to the altar battle and defeat them before they become a mob.

When fighting around Mowen, you will find the undead a little distracted by him, allowing you to get in some back attacks. Expect a Thug and a Floater in this battle.



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ESCORT YEREMA TO MOWEN'S BOAT.

After all the enemies are dead and you have looked in the weapon crates around the altar, follow Mowen and Yerema down the shallow stream **(83)** that you invited you into the village with your ol' pal Ope—sad, I know.

TAKE YEREMA TO THE LABORATORY.

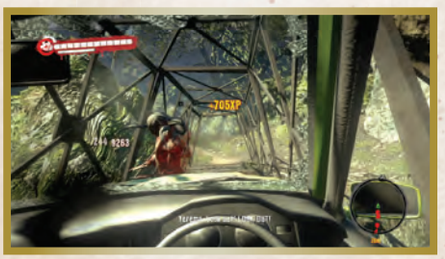
Back at the boat **(82)**, use the Workbench and then interact with the steering wheel to travel back to the laboratory.

GO WITH YEREMA TO DR. WEST.

When you return to the boat dock **(52)**, Mowen and Jin stay behind with the boat while you escort Yerema to Dr. West at the laboratory **(53)**. She takes a side road **(98)** to the left at the intersection instead of the path you would normally drive.

Speaking of driving, you could take the truck parked near Mowen's boat warehouse and follow or lead Yerema to the lab. You can run over all the undead along the way. As long as you do not run over or back over and kill Yerema, everything will be fine. If you kill Yerema, you have to start back at the boat again.

Butcher Bridge



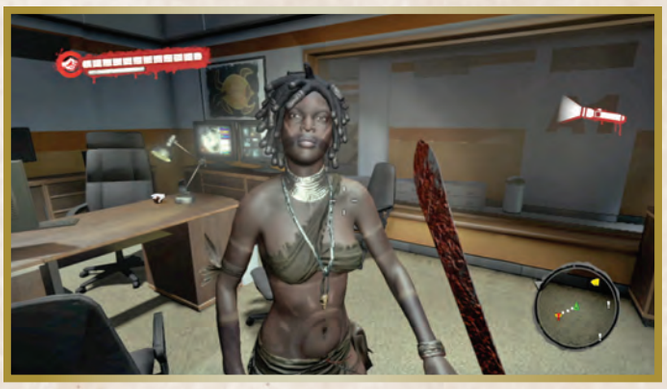
Again, the undead are going to attack in a few pockets along the path to the lab, but the truck really does the trick. You can even drive it along the rickety bridge **(99)** to take out the Butcher on it. After running him over, reverse full speed over the Infected mob that spawns behind you. They attack once you reach the bridge. It's an ambush. Stay in the vehicle.

At the end of the path you find the rear metal catwalks of the laboratory. You are entering the lab from the back side. Climb the stairs **(100)** and open the gate. Follow the minimap route along the catwalks and over the lying dead rising to their feet. Take them out before they get up. Notice, if you haven't already collected it, that **ID Card 075** is on this back walkway.

ID CARD #075

Find this card on the Jungle Lab's rear metal catwalk.

Continue following Yerema as she runs over lying undead along the northside catwalk while working her way to the front entrance **(53)**. Follow her to the room adjacent to Dr. West's **(55)**. This is where she stops. Enter the doctor's room.



Talk to Dr. West and he accepts the pieces of the mummy you cut up and brought with you. He believes the DNA is still intact. He thinks there's hope after all. He wants to run some tests on Yerema's blood. After your conversation with the doctor, The Voice starts talking to you over the CB in the room. He tells you to talk to Mowen to get to the prison where he is. "Hard Talk" begins automatically after completing this quest.

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Chapter 14: The Purest of Evil

HARD TALK

REWARD
NA

QUEST GIVER
The Voice

DIFFICULTY
NA

OBJECTIVES
Speak with Mowen.

SPEAK WITH MOWEN.

After escorting Yerema to Dr. West in **Pure Blood**, return to the boat and talk to Mowen **(52)**. He thanks you for saving his life for the second time. He admits that he knows the way to the prison island and he will take you there. That was the easiest quest in the game. After the conversation, this quest ends and **Boat Supplies** begins.

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Chapter 15: Dangerous Waters

BOAT SUPPLIES (MORESBY)

REWARD
9000 XP

QUEST GIVER
Mowen

DIFFICULTY
Hard

OBJECTIVES
Go with Mowen to the city.
Talk to Mowen.
Find Mowen's package in his secret storage.
Bring two fuel canisters from the gas station.
Talk to Mowen.

GO WITH MOWEN TO THE CITY.

After completing **Hard Talk**, this mission with Mowen begins automatically. Now you can take control of the boat and head to the slums.

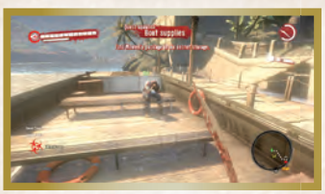
TALK WITH MOWEN.

You begin the city quest on a pier **(101)** on the west side of town near the pump house. Mowen says there are two things he needs before they head out. You must get gas for the boat and something special for Titus that Mowen has stashed in a shipping container at the seaside hangars.

FIND MOWEN'S PACKAGE IN HIS SECRET STORAGE.

Before you leave the boat, check with Jin. Take any weapons you've stored with her that you may need for dealing with the city folk. Observe that she is showing a more noticeable upset posture. Something is really bothering her.

Before hoofing it to the seaside storage containers **(103)** to get Mowen's package, drop in at the pump house **(102)** and get into the working pickup truck.



Seaside Storage

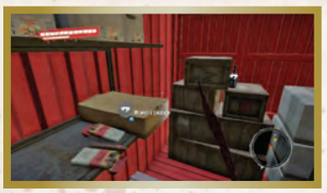
Drive to the storage facility **(103)**, get out of the truck, and eliminate the undead from the storage yard. Use the dumpster or the ladder to reach the top of the storage container near the entry gate.

Defeat the Walker inside the open container and then pass through it. Jump the gap to reach the last container pile. Stand on the left side of the container doors and open them. Inside is a weapons cache **(103)**.

PHOENIX MOD

Find the Phoenix Mod on a shelf inside Mowen's shipping container full of goodies at seaside storage in Moresby during "Boat Supplies."

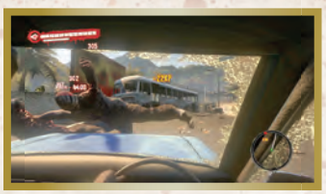
Grab Mowen's package from the same shelf where you find the Weapon Mod. Collect the alcohol and see if the weapon crates have anything in them that interests you, then get back in your truck.



BRING TWO FUEL CANISTERS FROM THE GAS STATION.

Driving the truck from the pump station, follow the minimap route east and turn left at the first corner. Follow this road all the way to the street where the gas station **(104)** is located. Take a left into the circular drive and park the truck near the pumps.

Exit the truck and finish off any undead that make their way into the station while moving the two **Fuel Canisters** into the back of your truck.



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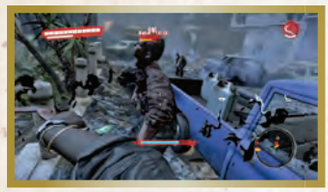
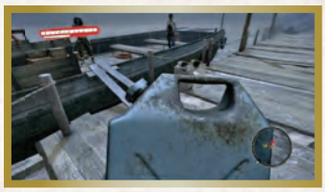
ID CARD #035

This card is located in a Moresby gas station, which is accessible during "Boat Supplies" near the end of Act III.

Follow the route on our map from the gas station **(104)** back to Mowen's boat **(101)** for a quick and easy return. Park the truck as close to the walkway down to the pier as you can. When you exit the truck, make sure to clear any undead from the area that could mess you up as you make two trips from the truck to the pier to carry the fuel canisters. The canisters are placed down in two spaces next to the access ramp to Mowen's boat.





BACK IN BLACK

REWARD

NA

QUEST GIVER

Mowen

DIFFICULTY

Medium

OBJECTIVES

Take four rods from the workshop of Jin's father.

Place the four rods on the boat.

Talk to Jin.

PLACE THE FOUR RODS ON THE BOAT.

Exit the boat **(105)** and step out onto the long pier behind Jin's father's workshop **(106)**. When you cross the gap in the pier, the undead in the workshop backyard begin to notice you. Target the large explosive barrel on the right side of the pier near the beached rowboat. Hit it when the group of Walkers passes by it.

Move up into the backyard and start the war with the various undead around. Deal with the infected that run off rooftops and come out of the distance. Work on the Walkers and then pick a fight with the Thug.

After fighting through that many undead, you've got to have a Fury ready to go. Unleash the Fury on the Thug and any remaining undead in the backyard. If you have no Fury, notice the explosive propane tank on the top oil drum shelf on the back wall of the workshop. That'll clear the yard.

TALK TO MOWEN.

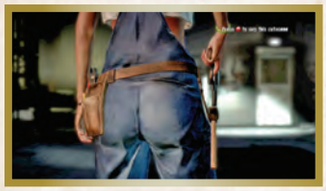
With the package in your inventory and the fuel canisters in place, you can now talk to Mowen on the boat. He says he needs one more thing. The water is getting choppy so you need some poles to push floating mines away from the boat. Jin says her father has some supplies they could use. Head to the steering column and select **"Travel to Resort."**

To the right of the propane tank shelf is a pile of rods. Look closely for the "Take the rods" prompt. Grab these and take them back to the boat.

Once inside the boat, face the back and place the rods in the space indicated. Then talk to Jin.

TALK TO JIN.

Jin says there's something else she needs to do. But she needs to do it alone. A cinematic reveals a touching moment between Jin and her father. The quest ends. **No Time to Talk** begins immediately.



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NO TIME TO TALK

REWARD
NA

QUEST GIVER
NA

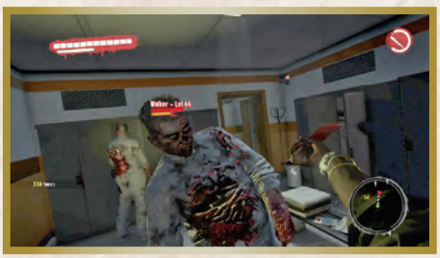
DIFFICULTY
NA

OBJECTIVES
Get to the lab as fast as you can.
Kill the undead and save Yerema.
Release Yerema.
Take the antidote.

GET TO THE LAB AS FAST AS YOU CAN.

When Jin returns from her alone time, The Voice screams over the radio to get back to the laboratory. Something terrible has happened. The next thing you know, you're back at the jungle boat docks **(52)**.

KILL THE UNDEAD AND SAVE YEREMA.



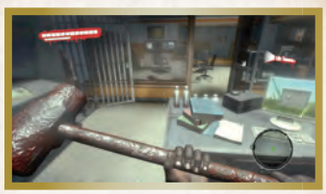
Drive to the lab, exit the vehicle and go through the main entrance **(53)**. As soon as you breach the first hallway you notice something is terribly different. Your friends are not where they used to be and there are undead breathing down your neck. Follow the minimap route into the locker room where your weapons sales guy used to stand. Now there are two Walkers here. Defeat them and keep moving to Dr. West's office.

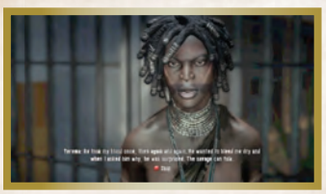
RELEASE YEREMA.

Kill the Infected and the Walkers in the next hallway (through the storage room). Defeat the Walker scratching at the doctor's door and then enter West's room. Dr. West is nowhere in sight. Yerema is locked in the corner cage. Open the cage by interacting with the computer on the center aisle.

Yerema says the doctor tried to bleed her dry and didn't think of her as human. She locked herself in the cage so he couldn't get to her. He opened all the cages trying to get to hers, releasing the undead that took over the lab.

The Voice is angry to hear that the doctor who held the key to his wife's life is now dead. He wants you to shake the lab upside down for the vaccine he was working on.

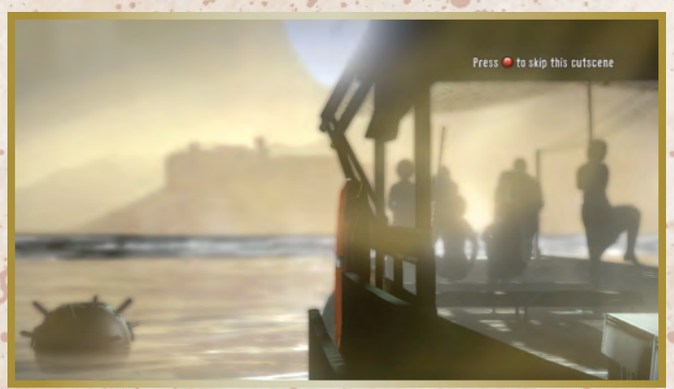




TAKE THE ANTIDOTE.

Do not leave the room. Turn around and find the **Antidote** in the small refrigerator on the back counter. You are warned at this time: if you interact with The Voice on the radio then you will not be able to return to the island. So, make sure you have wrapped up any unfinished business…anywhere.

Once you are ready to complete this Act and enter the Prison, interact with the radio in Dr. West's office. In a cutscene, you see the team in a boat moving through a minefield to get to the prison.



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ACT III: JUNGLE SIDEQUESTS

A WOUNDED CRANK

REWARD
500 XP
Striker Shotgun Mod

QUEST GIVER
Sam

DIFFICULTY
Easy

OBJECTIVES
Find MedKit or bandages for Sam.

FIND MEDKIT OR BANDAGES FOR SAM.

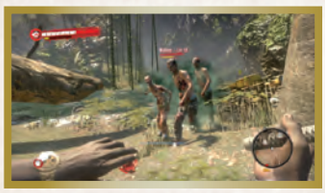
While following Jin to the River Village in the first Jungle Quest **Welcome to the Jungle,** follow Jin as she reaches a large rock archway **(8)**, which covers the road like a short tunnel. Infected often attack here, so be ready. To the right of this pathway is a bunker **(9)**. As you approach this area, a yellow quest giver icon appears above the bunker.

WEAPON CHEST

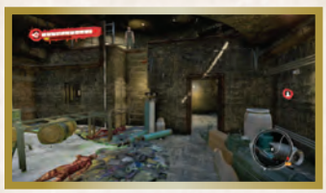
There is a weapon chest on top of the road arch. You can access the top of the arch using the narrow pathway and tree trunk on the east side of the arch. You can find a high-level firearm in this chest.

Follow the narrow path between the side of the bunker and the boulders that make up the road arch. Defeat Noxious Walkers along the way. Behind the bunker are a toxic swamp and three more Noxious Walkers. Take them out from a safe distance. As you explore the swamp further, you find a Suicider and another Walker playing dead while floating in the swamp. Hit the Suicider with a thrown weapon and that should take care of both problems.

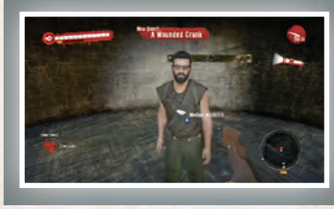
Find the bunker doorway facing the swamp. Open the door and step back. Allow the Walkers to file through the doorway as you ambush them from outside. The bunker interior is a mess. There's nothing of interest on the first floor. Climb the ladder to the lookout level. Here you'll find Sam. Talk to him. He needs help with his injured arm. Take the Sidequest he offers.



If you have collected all items everywhere you go, as we have suggested, you should have a MedKit or bandages on you. Hand them over to complete the quest. Otherwise, come back when you find a MedKit, which shouldn't be a tough mission. Sam rewards you with the Striker Shotgun Mod. Take the Canned Food and the Battery from Sam's ledge. There is also an ID Card near these items.



STRIKER SHOTGUN MOD



Sam gives this to you after you complete his Sidequest. Sam is in a jungle bunker located between the River Village and the plane crash site. Bring a MedKit to be prepared to complete his quest.

ID CARD #062

Find this card on the upper level of Sam's bunker **(9),** which is between the crash site and the River Village. The card is near some Canned Food and a Battery on the floor.

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BLOOD IN THE TROPICS

REWARD
1500 XP, Hatchet

QUEST GIVER
Loren

DIFFICULTY
Very Easy

OBJECTIVES
- Get bandages for Loren.
- Find a key to open the medical wardrobe.
- Open the medical wardrobe and take bandages.
- Get back to Loren.

GET BANDAGES FOR LOREN.

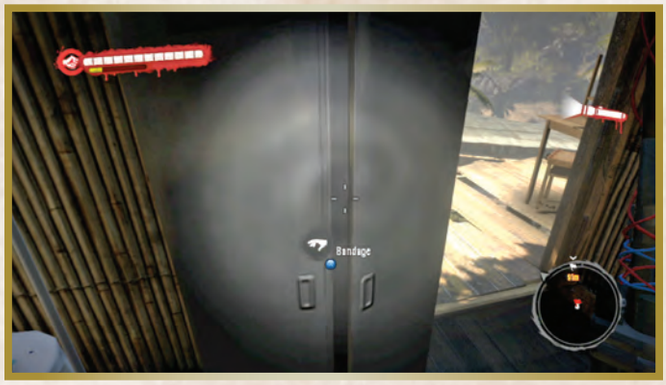
Loren **(12)** is in the hut next to Matutero's. You cannot enter the hut, so talk to her through the open window facing the road. She needs bandages and disinfectant to dress the wounded from last night's attack. She tells you there are some in Robin's hut **(16)** in the same village.

FIND A KEY TO OPEN THE MEDICAL WARDROBE.

Break open the door to get inside this hut. In the back left corner you can find the keys on a small metal tray on a table behind a piece of carry-on luggage. Next to the dead body on the box springs is a recorder on the floor. This is not a Collectible but the recording will sound familiar. You heard this guy crying in a bungalow at the resort.

OPEN THE MEDICAL WARDROBE AND TAKE BANDAGES.

Open the locker right beside the door you broke through in the same hut. The bandages are inside.



GO BACK TO LOREN.

Take the bandages to Loren **(12)** and she'll reward you with XP and a Hatchet. Talk to her again to begin the Continuous Event **Weeds.**

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THE DEAD IN FISHING NET

REWARD
1500 XP, Pickaxe

QUEST GIVER
Tobias

DIFFICULTY
Medium

OBJECTIVES
Kill all the undead by the harbor.
Talk to Tobias.

KILL ALL THE UNDEAD BY THE HARBOR.

Talk to Tobias in the hut he shares with the merchant, Keenan Fisher (buys and sells weapons and items). They are in the hut **(17)** across from Matuteros' carport. Tobias needs to repair the gate but the tools are in the house by the pier and it is infested with undead. He needs you to clear the house so he can get his tools.

Harbor Hut

Head down the long staircase to the harbor hut **(18)**. Leap over the collapsing pier panels and push open the front door. You can see three Walkers begin to rise to their feet when you enter. There's a Thug around the left corner. Try to rush in and beat the Walkers so they don't get up while avoiding the Thug until they are all dealt with. Once you've cleared room to fight the Thug, take him out however you best see fit. You could toss a Molotov or two into the hut to soften them all up, if not kill most of them. These enemies appear as red skull icons on the minimap. Make sure they are all clear before you search the hut.

ID CARD #066

Find this card on a bedside table in the harbor hut (18) that must be cleared of undead in "The Dead in Fishing Net."

TALK TO TOBIAS.

Return to Tobias **(17)** and report the good news. He gives you a Pickaxe and 1500 XP in return.

DEATH WISH

REWARD
3000 XP, Shark Mod

QUEST GIVER
Carter

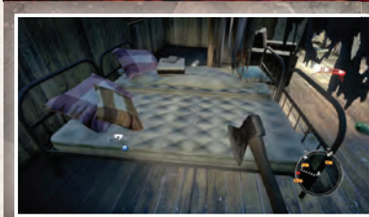
DIFFICULTY
Hard

OBJECTIVES
Kill Vargass.
Get back to Carter.

KILL VARGASS.

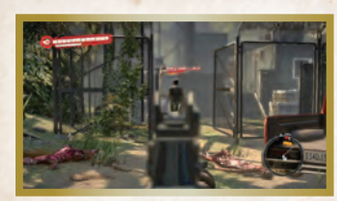
You pick up this mission from Carter, the grieving husband in the highest hut **(14)** at the end of the long ascending boardwalk. He wants you to avenge his wife's death and kill Vargas. He says he is in the canyon up from the village.

ID CARD #068



This card is on the edge of one of the twin beds in the hut with Carter, the grieving husband in **Death Wish.**

When you are in the area of Afran's communication center **(31),** which can usually happen during **Soldier of Fortune,** park in front of the gate and take down the solo Afran's Soldier with his back to you. If you don't have a gun, take his or check the chest to the right just inside the gate behind the barrel cover.



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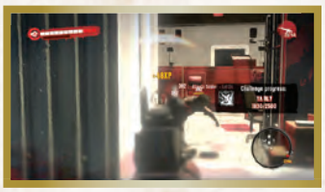
Remain behind the cover provided on the left and right of the entry gate. You can take down most of the enemies outside from these positions. The explosive barrel on the rooftop of the main building does a lot of the rooftop riffraff clearing for you.

There's a ladder to the far right that places you up higher off the ground, giving you a height advantage over the three gunmen that patrol the back of the compound. Only access this once you have cleared the rooftop shooters. Collect weapons and items from the rooftop and all around the compound before entering the facility.



Before you break in the door to enter the facility, head around to the back and find the open window. You can eliminate the enemies waiting to ambush you before you enter the facility. Just be careful. They will see you. Only expose yourself to one of them at a time as you shoot them down.

Vargass, your main target, is in there too, and he requires a ton of bullets to take down. He's crazy tough. Just stay covered where he can't shoot you but you can just tag him behind his incomplete cover. Keep shooting until he drops.

There's a Workbench in the first hallway that is convenient to use once you've cleared the threat from the hallway. Listen to the radio in this room so you can continue the Sidequest **Spy Game.** Now you must return to Carter to complete this one.

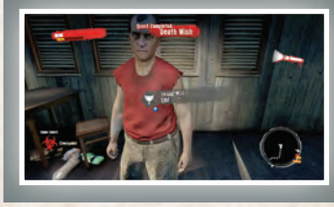
ID CARD #064

Once everyone is dead, find the **ID Card** on the corkboard above the computer counter in the control room.

GET BACK TO CARTER.

When you return to River Village, go see Carter **(14)**. He rewards you for avenging his wife and gives you the **Shark Mod**.

SHARK MOD



Carter from the River Village gives this to you after you complete his Sidequest **Death Wish** by killing Vargass in the Jungle Act III.

BRIDGE TOO FAR

REWARD
1500 XP

OBJECTIVES
Help the woman survive.

QUEST GIVER
NA

DIFFICULTY
NA

HELP THE WOMAN SURVIVE.

You usually find this Sidequest as you head up to the northernmost village (Overpass Collapse Village) looking for more Sidequests. Drive over the undead on the bridge **(41)** and get out and slaughter those that don't know they are supposed to die when they get run over.

When all the undead are gone—and we mean all of them— Otha Cantu will crawl from under her truck and thank you. That completes this quest, but if you talk to her again she'll give you a quick new Sidequest, **Second Aid.**

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SECOND AID

REWARD

1500 XP.
Saw Disc Axe Mod

QUEST GIVER

Otha Cantu

DIFFICULTY

Easy

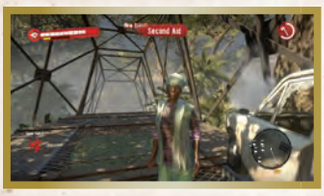
OBJECTIVES

Collect all boxes with medicine.
Deliver the medicine to Paul.

COLLECT ALL BOXES WITH MEDICINE.

Talk to Otha Cantu **(41)** again after saving her from the undead on the bridge in **Bridge Too Far.** She'll tell you about the attack as she was delivering medicine to the village. The medicine got scattered around and beneath the bridge. She needs you to collect the medicine crates.

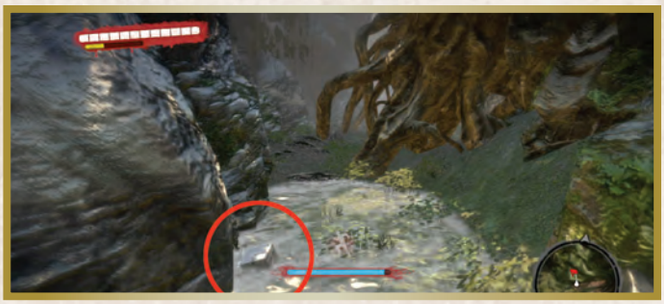
Begin by heading to the west end of the bridge and follow the route markers on the minimap to the chests over the edge of the hill below the southern side of the bridge.



The first three crates are all close together right over the edge of the bridge. There's a **crate** in the truck bed and on the opposite side of the truck is a lower broken area of the tree trunk holding a med **crate**. Move back to the front of the truck and follow the minimap route by dropping down to a lower rock ledge to the third **crate**. This sits next to a locked weapon chest.

Follow the route over a rock bridge and battle the undead on the ledge on the other side of the ravine. Continue down the path on the enemy side of the ravine to find the next **crate**. This is fourth crate. There's one more and it's at the bottom of the ravine.

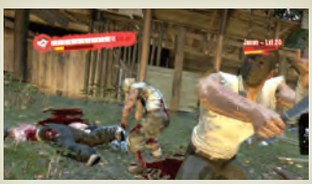
Follow the rock and boulder path along a humongous broken tree. Beside the tree roots is a puddle. In the puddle is the last med **crate**.



DELIVER THE MEDICINE TO PAUL.

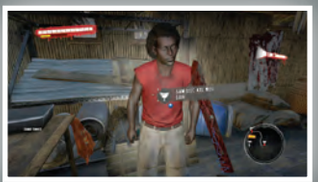
JASON

There's a "Jason" wearing a hockey mask and brandishing a large machete in the area. Put a map marker on the house near this bridge (marked "Jason" on our map) and check it out. Help Jason battle the undead until you turn attention on each other. Defeat the monster and raid his house. You can find a Chainsaw and an **ID Card #069** in his home.



Once you have all the medicine crates, you just need to talk to Paul to complete the quest. Paul is in the Overpass Village to the north where other quest givers reside. Paul is inside the first hut **(42)** on the left as you enter from the west entrance**.** Paul thanks you and gives you the **Saw Disc Axe Mod.**

SAW DISC AXE MOD



This mod is received from Paul in the Overpass Village after completing Otha Cantu's quest **Second Aid.**

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FALLEN ANGEL

REWARD
3000 XP, Pick of Destiny

QUEST GIVER
Chris

DIFFICULTY
Hard

OBJECTIVES
Find the location of the plane crash.
Kill all bandits and retrieve the navigation devices from the plane.
Talk to Chris.

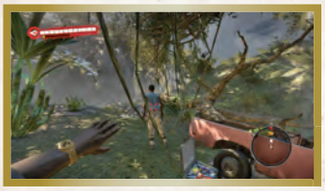
FIND THE LOCATION OF THE PLANE CRASH.

Talk to Chris, standing on the porch of the hut **(42)** in Overpass Village. He speaks of the passenger plane crash in the jungle. He wants you to search the crash site for communication equipment.

GOTU KOLA WEEDS

Gotu kola herbs grow around the pickup trucks **(7)** *you come to before you reach the plane crash site. Make sure to pick as many of them as you can now. They appear on your minimap as pickups after accepting the Sidequest* **Weeds.**

Crash Site



After you've received this mission is the best time to finally go to the crash site. Every time you go, you meet resistance from the Jungle Muggers, so when you go you should be rewarded. This quest does that. At the site **(7)**, get the jump on the first Jungle Mugger at his truck as his back is turned to you. In some quests, he may not be at his truck here. Follow the route further west to the actual wreckage.

Defeat the second enemy with his back to you further down the hill. Take the dropped firearms if you have none. This is best handled with guns. When you reach the crash site, the first thing you come to is overturned shipping containers and a pickup truck behind those.

Look at the enemies appearing on your minimap. Use this to pick the enemies out of hiding. The route lines are pointing to the two communication devices you need to take. Spend some time around the crack in the front of the plane to clear all the enemies until no one else is shooting at you.

Find the first **Electronic Part** under the broken nose section of the airplane. Look behind the pickup truck and under the plane. The minimap route will take you directly to it. Take it and begin clearing the plane interior of enemies.

Plane Interior

Make your way through the upper and lower section of the fuselage while shooting the Jungle Muggers. Look for explosive tanks to shoot and look in all the nooks and crannies for items and ammo.

ID CARD #067

Find this card on a passenger seat on the top level of the wrecked plane. This seat is the first in the row at the large crack in the middle of the plane at the wing. Grab it during **Fallen Angel.**

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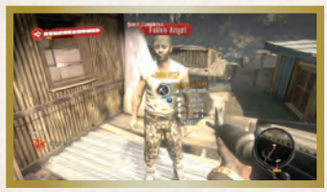
Tail Battle

Start the battle at the tail section with the height advantage of the passenger level of the fuselage. Clear the gunmen you can from there, then jump down and head to the crates in the wreckage. Use these as cover as you take out the remaining gunmen around the tail. At one point they will try to rush and overpower you. As long as you keep your gun reloaded often, you should be able to mow them down one after another as they charge.

Once the gunfire has stopped, climb the tree trunk up to the open doorway on the tail of the plane. Crawl inside the nook and take the **Electronic Part** from the ceiling of the plane. You'll meet a small bit of resistance as you work your way back to your parked vehicle, but nothing substantial. You should spend some time raiding all of the luggage strewn around the wreck.

TALK TO CHRIS.

Next time you are back in Overpass Village, talk to Chris to put closure to this Sidequest. In return, he gives you the **Pick of Destiny**—a high-level pick axe. Sam B. will love it.



LITTLE PRINCE

REWARD
3000 XP, Razor Mod

QUEST GIVER
Claire

DIFFICULTY
Easy

OBJECTIVES
Find David in River Village.
Tell Claire you found her son.

FIND DAVID IN RIVER VILLAGE.

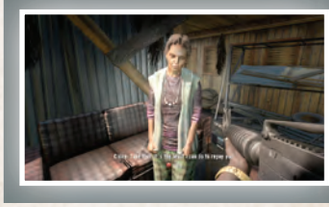
Talk to Claire inside her Overpass Village hut **(43).** She needs help finding her son. She thinks she lost him in the Silver Rain Waterfall area.

Her son is doing fine. Next time you are in River Village, you can find David in the hut with Carter **(14)**. The Fast Travel map is the fastest way between the two villages.

TELL CLAIRE YOU FOUND HER SON.

When you return to Claire, she is of course pleased to hear that her son is alive. She gives you the Razor Mod.

RAZOR MOD



You receive the Razor Mod from Claire in Overpass Village when you complete her Sidequest, **Little Prince.**

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A MATTER OF HONOR

REWARD
3000 XP, Brutal Machete

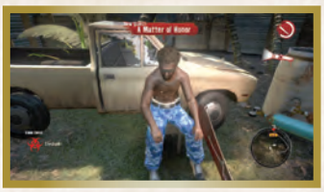
QUEST GIVER
Makimbah

DIFFICULTY
Medium

OBJECTIVES
- Save Makimbah's wife.
- Find Makimbah's bride in River Village.
- Find a way to get inside the house.
- Find Mahina's necklace somewhere in the Gaia Falls area.
- Convince Makimbah of his wife's death.

SAVE MAKIMBAH'S WIFE.

Speak to Makimbah, who sits near a truck in the small, fortified courtyard **(46)** in Overpass Village. He says his bride was taken by the raiders. He says he needs to get her back from this Huli tribe, but he is not a warrior. He asks you to bring her back in exchange for his father's Brutal Machete.

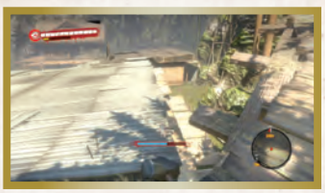


FIND MAKIMBAH'S WIFE.

When in River Village (which is as easy as using the Fast Travel map at either village), follow the green exclamation point icon on the map to the hut **(50)** in the northwest section of the village.

FIND A WAY TO GET INSIDE THE HOUSE.

When you reach the hut, you discover that you must find an alternate way in besides the doors. That's easy. Approach the ramp beside hut **(17)** and follow the curving boardwalk around until it nearly touches the corner of an adjacent hut's rooftop. Now jump rooftops until you reach Makimbah's bride's hut. Drop down through the hole in the roof or use the ladder.



FIND MAHINA'S NECKLACE SOMEWHERE IN THE GAIA FALLS AREA.

Talk to Makimbah's bride, Mahina. She says that her husband abuses her and that she'd rather have you tell him that she is dead so she will be free of him. To convince him, you are going to have to find the necklace she never takes off. However, she took it off. It's somewhere in the Gaia Falls area.

Take a drive to the broken bridge at Gaia Falls **(3)**. Defeat the enemies around the bridge and then sprint and jump off the east side of the bridge to land on top of the teetering bus. Search the bags on top of the bus for Mahina's necklace.

CONVINCE MAKIMBAH OF HIS WIFE'S DEATH.

Return the necklace and the false news to Makimbah **(46)**. He takes it like a trooper and hands over what he promised: a **Brutal Machete**.

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SHOW MUST GO ON

REWARD

3000 XP, Detox Rifle Mod

QUEST GIVER

Amanda

DIFFICULTY

Hard

OBJECTIVES

Recover the video camera and bring it back to Amanda.

Find a way to get inside the bungalow.

Search travel bags and find Amanda's camera.

Return to the reporter.

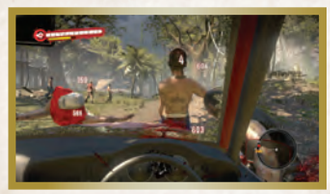
RECOVER THE VIDEO CAMERA AND BRING IT BACK TO AMANDA.

Talk to Amanda in the Overpass Village hut **(44)**. She's with International Geographic and was filming a documentary until the undead attacked. She needs your help getting the camera back so people will know what's happening here.

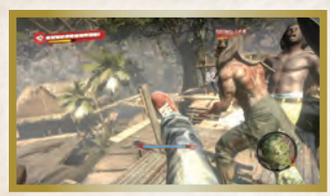
BANOI HERALD EXCERPT #31

Find this Fact on the coffee table inside Amanda's jungle hut **(44)** in Overpass Village.

Undead Camp



The camera is in the worst possible place it could be—in the infested undead camp in the northeast. This is a very violent place where you face almost every type of undead and lots of them, including the Butcher. This is a great place to go to level-up. Use the vehicle to eliminate as many Infected as you can before you leave the vehicle and make for the key building **(48)**.

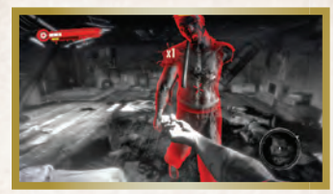


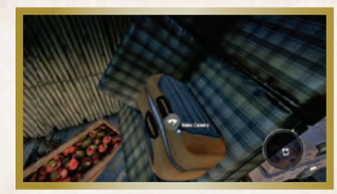
Follow the minimap route marker perfectly and you'll head up a few wooden ramps and find yourself face to face with a Butcher on what appears to be a battle stage. Don't waste your Fury yet. Fight this guy using kicks to keep him off you and attack as he is knocked back. He's not your only problem, but he is going to get most of your attention until he is dead. Finish off (on a need-to-do basis) the Infected that come screaming and running.

When you reach a lull in the battle, enter the building **(48)** by following the minimap route up a series of planks that take you to the rooftop. From there you can see a Thug inside through a hole in the roof. Use explosives or a rifle to take the Thug out before you enter; don't throw all your weapons at it and leave yourself weaponless. Jump down into the room through the hole in the roof.

SEARCH TRAVEL BAGS AND FIND AMANDA'S CAMERA.

If you haven't dealt with the Thug yet, do so now. You're trapped in the room with the beast. Take him out. There are also Noxious Walkers among the dead. If you have Fury, use it to clear the room. The **Video Camera** could be in any of the luggage in the room; we found it on the overturned couch in the corner with a weapon chest under it.





ID CARD #071

You can also find ID Card #071 in the room with the Video Camera in the westernmost hut **(48)** in the undead jungle camp.

RETURN TO THE REPORTER.

The hard part is over. Remove the barricade boards from the door. Be prepared for a mob of undead to attack, even if you have cleared the area outside beforehand. Infected will drop through the hole in the roof if you linger too long. If you don't think you can survive it, make a bee-line for your truck and just go. But be aware there is another ID Card in the camp. See **ID Card #070** in the Collectibles section of this guide.

Return the Video Camera to Amanda **(44)** and she gets excited about airing the footage. Now if someone would just save them. Amanda awards you with the **Detox Rifle Mod**.

DETOX RIFLE MOD

This mod is given to you by Amanda in Overpass Village for completing her Sidequest, **Show Must Go On.**

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VISIT TO THE PUB

REWARD
3000 XP, Nail Hammer

QUEST GIVER
Dwight Turner

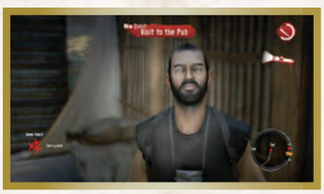
DIFFICULTY
Medium

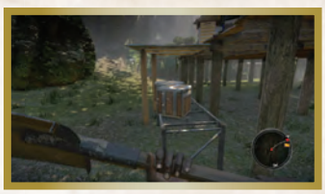
OBJECTIVES
- Find the way to the building.
- Obtain the warehouse key from the mechanic.
- Unlock the warehouse doors.

FIND THE WAY TO THE BUILDING.

Find Dwight Turner standing outside the locked warehouse **(45)** in Overpass Village. He says Bob has the keys to the warehouse. He's dead, but he ain't buried. He saw him shuffling around the pub. Dwight warns you he is big and he's not alone.

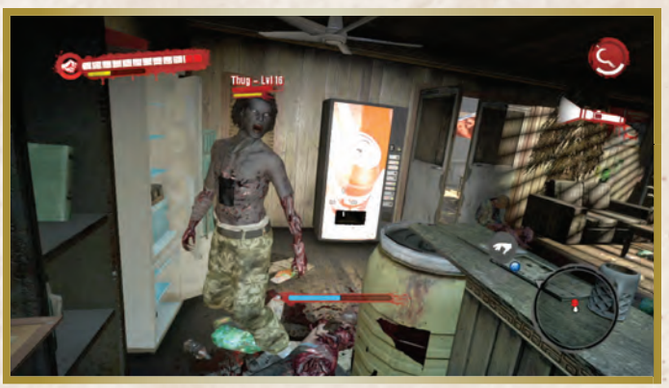
Head to the back of the pub **(47)** and stack the two crates onto the low metal platform. Jump from the ground to the metal platform to the crates and finally to the top of the pub's back porch.





OBTAIN THE WAREHOUSE KEY FROM THE MECHANIC.

Break in the front door of the pub and start fighting. The place is full of undead. Your main target is the large mechanic Thug. He holds the key. So wipe everyone out using Fury, or your fighting skills, or have fun and use explosives.



ID CARD #072

Find this card on the edge of the bar in the pub **(47)** in Overpass Village. You come across this during **Visit to the Pub.**

Before you leave the pub, remember that you must obtain a key. Slash through the mounds of flesh on the floor if you can't find it. The Thug carries the **Keys**.

UNLOCK THE WAREHOUSE DOORS.

Return to Dwight and hold the Use button to unlock the warehouse doors to his left. He follows you inside. Take the Nail Hammer from his chest and then raid the warehouse **(45)**. You'll also find a Workbench inside.

ID CARD #073

Find this card on the edge of a shelf inside the locked warehouse **(45)** in Overpass Village. The key is found on a Thug mechanic in the pub during **Visit the Pub.**

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COLD STONE

REWARD
1500 XP, Battle Sickle

OBJECTIVES
Help people in the bus.

QUEST GIVER
NA

DIFFICULTY
NA

HELP PEOPLE IN THE BUS.

This quest begins automatically when you drive near the abandoned bus **(49)** in the middle of the jungle. Use your vehicle to wipe out those that you can. If you find yourself this far out in the jungle without a vehicle, you can always find one on the side of the road about 60 yards north of the bus.

Defeat the Walkers and the nearby Floater to save the people on the bus. Rush onto the bus and help Carlos fight the undead as his wife cowers in the cab. Work on the Floater last, as he is the slowest and easiest to get behind. Return to Carlos inside the bus and he'll thank you by giving you a Battle Sickle.

RATS IN THE LAB

REWARD
Cash

OBJECTIVES
Rescue Frank.
Kill all the infected.
Report back to Bob.

QUEST GIVER
Bob

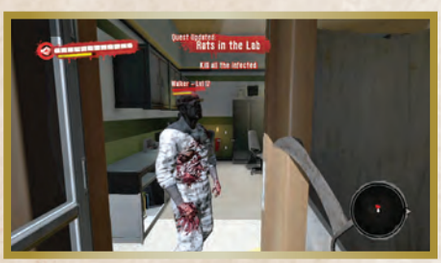
DIFFICULTY
Easy

RESCUE FRANK.

Talk to Bob **(56)** who is standing in the hallway outside of Dr. West's office. He's got this quest for you after talking to Dr. West and starting **House of Science.** He stands at an electronic lock controlling the doors to the locked A2 hallway. Push through the newly opened hallway doors.

KILL ALL THE INFECTED.

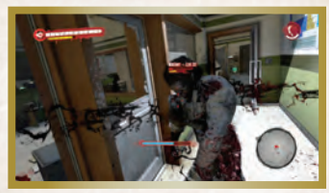
Head through the A2 hallway and take out the undead in the open rooms. The first room on the right contains an undead and a Fact lying on a computer table.



BANOI HERALD EXCERPT #36

Find this Fact on a computer table in the first office on the right as you enter Hallway A2 during **Rats in the Lab.**

Continue around the corner in the hallway and defeat the three Walkers trying to get into a sealed lab with live, uninfected humans. Wipe them out to complete the quest.



REPORT BACK TO BOB.

Head back to Bob **(56)** where you left him. Talk to him to complete the quest. Collect your XP and your **Scythe**. Follow Bob if he gets away before you can take your awarded weapon.

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POWER SLAVES

REWARD
6500 XP, Shock Rifle Mod

QUEST GIVER
Willie

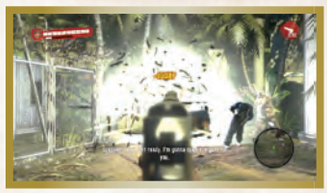
DIFFICULTY
Hard

OBJECTIVES
Get a new fuse from the warehouse.
Use the new fuse to restore power.
Get back to the laboratory and talk with Willie.

GET A NEW FUSE FROM THE WAREHOUSE.

Talk to Willie **(54)** at his office near the entrance of the lab. He's got this quest for you after talking to Dr. West and starting **House of Science.** He tells you that the emergency generator is almost out of gas. When you take the Sidequest, he sends you on an errand to pick up a fuse for the generator.

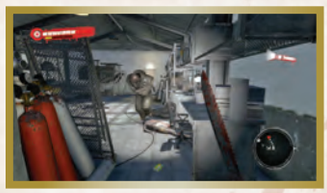
Head outside and follow the minimap route around the south side of the lab until you reach the locked gate **(57)**. Along the way you'll face undead rising from their resting positions on the ground and Noxious Walkers closer to the locked gate. You may also encounter a Floater in this area. The white truck near the locked gate has a couple explosive tanks in it. Allow enemies to walk past it and shoot it to take out multiple enemies.



When you reach the gate, Willie remotely opens it for you. Push on to the lab's backyard. Defeat the Infected and two Walkers behind the lab near the exterior animal cages. You could likely run into a Butcher around the warehouse, so be on the lookout.

Warehouse

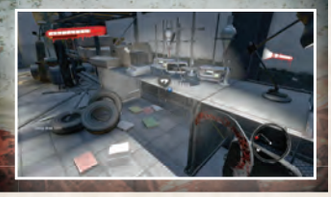
Break down the door of the warehouse **(58)** behind the lab. Once inside you immediately take notice of the Ram in the back of the room. Stand near the entryway too long and you will get pummeled. We found it funny to lead him outside the warehouse and then re-enter and close the door on him. You can deal with him later or lead him back in and close him in when you leave.



There's a Workbench inside the warehouse you can use to repair your weapons, and a bunch of dead zombies lying around. If you go ahead and slash their heads off now, you won't have to deal with them after completing the next objective when they come to "life."

TAPE #08 SOMETHING BIG COMING

Find this recording on the testing equipment counter on the right side of the Jungle Laboratory warehouse (58). This is usually found during **Power Slaves.** Check the safe under the Tape; you could get a cash prize.



Break open the back door in the warehouse. Inside the small backroom is a desk containing a computer, a wallet, and most importantly, the **Fuses**.

BANOI HERALD EXCERPT #33

This fact is on a small side table next to a radio at the foot of the bed in the jungle laboratory.

USE THE NEW FUSE TO RESTORE POWER.

If you did not behead the lying undead in the warehouse, pick up the Molotovs from the floor and use them on the undead in the next room on your return trip. Exit the warehouse and follow the minimap route down the metal staircase to the generator warehouse **(59)**. Defeat the Walkers from the front and then enter the warehouse.

Generator Warehouse C

Find a Workbench inside the generator warehouse. Search the room thoroughly and you'll find a Weapon Mod on top of the machine on your left as you enter the room.

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TESLA MOD

The Tesla Mod is sitting on the tall console on the left as you enter generator warehouse C (59) at the Jungle Laboratory.

Insert the new fuse in the box on the left wall as you enter the warehouse. With that done, head to the control console on the back wall and "Turn on power generators."

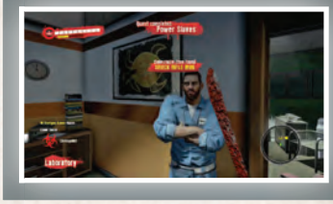
GET BACK TO THE LABORATORY AND TALK WITH WILLIE.

The noise of the generators powering back up attracts the infected, so grab the propane tank from the room and carry it outside with you. Let the first Infected to attack have a taste of the propane, fire and shrapnel. When you reach the next landing at the top of the stairs near the locked warehouse you will find more Walkers. Target the explosive barrel under the shelter to help deal with that issue.

Sprint up the stairs and back along the path following the minimap route. Some Infected attack from the animal cell area (the cell doors that were closed are now open). Defeat the Infected and sprint back inside the lab to talk to Willie **(54)**.

Willie thanks you for saving their lives and tells you to go speak with Dr. West if you have completed Bob's job of saving Frank. Willie awards you the **Shock Rifle Mod**.

SHOCK RIFLE MOD



You earn the Shock Rifle Mod from Willie in the Jungle Laboratory a fter completing his Sidequest, **Power Slaves.**

DANSE MACABRE

REWARD

3000 XP.
Battle Double Blade

OBJECTIVES

Kill all the undead near the scientist's house.

Talk to the scientist.

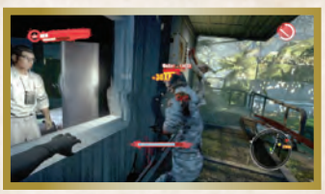
QUEST GIVER

NA

DIFFICULTY

NA

KILL ALL THE UNDEAD NEAR THE SCIENTIST'S HOUSE.



You usually pass through this research camp **(60)** until you are trying to go through it in the Main Quest, **Man of Faith** in search of native blood samples for Dr. West. Run over the many Noxious Walkers, Infected and the large Ram. Move through the camp, running over undead until you reach the closed gates near the last cabin **(60)**. Once you clear the undead scratching and clawing at his window, Sebastian the scientist barricaded inside will reward you and give you more Sidequests.

WORKBENCH

The research camp is not the safest place, but there is relief for your worn weapons. Find the Workbench on the outside of a cabin just next door to the east of Sebastian's **(60)**.

TALK TO THE SCIENTIST.

After clearing the area of undead, talk to Sebastian, the scientist in the gate cabin. He awards you a **Battle Double Blade** and some XP. Talk to him again to get another Sidequest. All of his quests are contained to this area, except the last one when you end up at the lab (which is not far). His next quest is **No Sign of Life.**

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NO SIGN OF LIFE

REWARD
3000 XP, Cash

QUEST GIVER
Sebastian

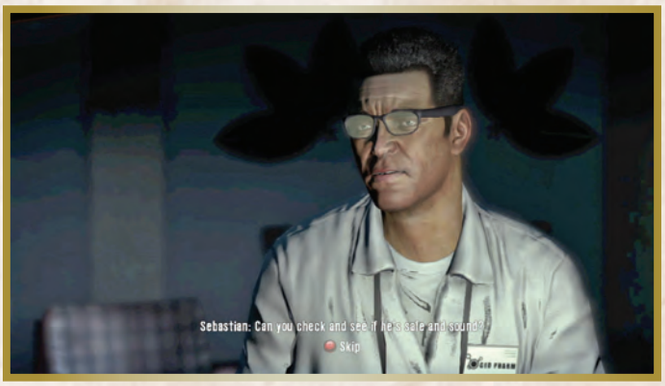
DIFFICULTY
Medium

OBJECTIVES
Find the cause of contract breach with the scientist's friend.
Return to the scientist and tell him about his friend's death.

FIND THE CAUSE OF CONTRACT BREACH WITH THE SCIENTIST'S FRIEND.

Sebastian **(60)** needs help. His friend broke radio contact several hours ago. He's in the same camp. This guy is afraid to go out. Who's blaming him? Sebastian wants you to check on his friend.

Follow the minimap route back through the camp and down a hill to a lower section of the camp. The first cabin on the right **(61)** is his friend's. Expect to get hit hard by undead down here, including Floaters and/or Butchers. Come prepared to fight.



Climbing onto the rooftop of his friend's cabin—using the ladder facing you on the west side—allows you to escape a horde of undead if that should happen. There's a weapon chest there, too. Enter the house through the back door and find an **ID Card** in the bathroom.

ID CARD #078

Find this card on a low shelf in the bathroom of Sebastian's friend's cabin **(61)** in the research camp in the Laboratory Jungle.

Defeat the two Walkers in the living room and find a safe nearby. On the edge of the coffee table is a radio. Turn the radio off.

RETURN TO THE SCIENTIST AND TELL HIM ABOUT HIS FRIEND'S DEATH.

…just leave out the part where you are the one who killed him…again. Follow the minimap route back to Sebastian to collect your reward and get another Sidequest. Sebastian is terrified to go out and is about to pass out. Now you need to get him food in **The Dead Don't Eat Crackers.**

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THE DEAD DON'T EAT CRACKERS

REWARD

3000 XP, Kukri Blade

QUEST GIVER

Sebastian

DIFFICULTY

Medium

OBJECTIVES

Search the nearby houses for food supplies.

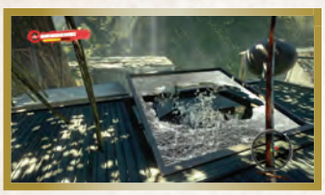
Bring the supplies to the scientist.

SEARCH THE NEARBY HOUSES FOR FOOD SUPPLIES.

After talking to Sebastian **(60)** about the unfortunate death of his friend in **No Sign of Life,** he now feels faint and since you are outside already—maybe you could go get him some crackers **(62)**.

Cracker Cabin 1

On quick inspection, the cracker box **(62)** has all its doors locked. Find a ladder on the backside that allows access to the roof, a brick, and a breakable skylight. Put those together and drop into the cabin and assassinate the undead inside. It's okay: they're dead already. You can't get in trouble.



ID CARD #080

Find this card on the arm of the chair of the first jungle research cracker cabin in **The Dead Don't Eat Crackers.**

Take the **Food** out of the small refrigerator on the living room floor. Remove the barricade from the back door to get in and out of this place more quickly.

Cracker Cabin 2

Head to the cabin next door **(63)** near the gate. Enter through the back door and defeat the Thug inside. Rob the safe on the shelf in the back of the living room. Find the crackers in the small fridge under a sink shelf. Above the fridge is an **ID Card**.

ID CARD #081

Find this card on a sink counter in the second cabin **(63)** you investigate for crackers in "No Sign of Life."

BRING THE SUPPLIES TO THE SCIENTIST.

Return to Sebastian with your crackers (no cheese, but don't tempt him). He thanks you and feels he'll make it until help arrives. Don't deliver that message either. Sebastian rewards you with a Kukri blade. Talk to him again to receive another Sidequest: **Message of Love.**

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MESSAGE OF LOVE

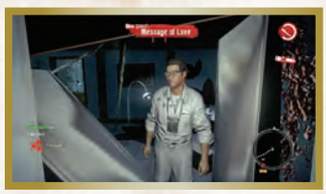
REWARD
3000 XP, Wakizashi

QUEST GIVER
Sebastian

DIFFICULTY
Medium

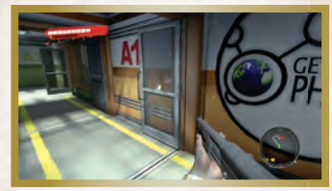
OBJECTIVES
Send message from Sebastian's computer.
Talk to Sebastian.

SEND MESSAGE FROM SEBASTIAN'S COMPUTER.



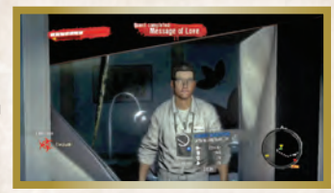
Talk to Sebastian **(60)** after running his errands and making sure he is comfortable and well fed inside his metal-barricaded cabin. He's still frightened and now wants you to send a message to his parents. He doesn't write it down and give it to you; instead he wants you to email it from his computer. He's definitely a PC.

If you don't still have your vehicle, you have a bit of a way to run. Defeat the undead along the way back to the lab, whether in your car or on your feet. Follow the minimap marker through the lab and find Sebastian's computer **(64)** in an office in the A2 hallway. Interact with his computer to email the message to his parents.



TALK TO SEBASTIAN.

Once you have the message sent, get a vehicle and drive back to Sebastian **(60)**. By now, undead most likely infested the area again, so spend some time running over undead before you get out and talk to Sebastian. Expect to find a Butcher in the camp. Sebastian rewards you with a **Wakizashi**. This is a very high-level sword. Useful indeed.



ROTTING FLESH

REWARD
8000 XP, Magnum

QUEST GIVER
Scientist

DIFFICULTY
Easy

OBJECTIVES
Acquire the samples from the Infecteds' muscle tissue and bring them to the lab.

ACQUIRE THE SAMPLES FROM THE INFECTEDS' MUSCLE TISSUE AND BRING THEM TO THE LAB.

During Dr. West's Main Mission, **Demonic Science,** talk to the scientist **(69)** in the operating room to begin this Sidequest. This scientist needs infected blood samples from the undead they've locked in the bungalow **(70)**.

Drive up the incline road to the research camp and stop on the bridge just before reaching the compound. Exit the vehicle and scale down the hill to reach the bungalow **(70)**. Sprint to the unlocked door facing you as you run down the hill to avoid any local undead meetings.

Inside the bungalow are a locked bathroom door and two enemies showing on the minimap. Slaughter the Walker in the living room and then break open the bathroom door and kill the Walker inside. There's a Fact and an ID Card in this building.

Take the **Tissue sample from John** from the undead in the bathroom and the **Tissue sample from Nick** from the undead in the living room.

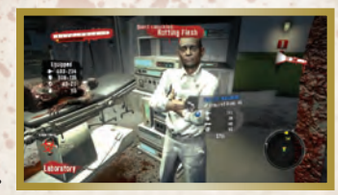
BANOI HERALD EXCERPT #34

This Fact is on the small table in the bedroom of the Lab Jungle bungalow entered during **Rotting Flesh** to get the undead tissue samples.

ID CARD #077

This Fact is on the small living room desk in the Lab Jungle bungalow entered during **Rotting Flesh** to get the undead tissue samples.

Now sprint back up the hill (you may have to run diagonally to get up such a steep incline) and take your vehicle into the research camp to turn around and gun it to the lab. Return to the scientist **(69)** to accept your reward: a **Magnum** and XP. Frank is now offering a Sidequest: **Substance of Matter.**



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SUBSTANCE OF MATTER

REWARD

8500 XP, Deathstalker Mod

QUEST GIVER

Frank

DIFFICULTY

Medium

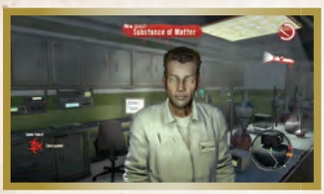
OBJECTIVES

Carry a jerrycan of chemicals from the warehouse to the lab.

BRING ALUMINUM POTASSIUM FROM THE WAREHOUSE TO THE LAB.

This Sidequest becomes available after you complete **Rotting Flesh.** See Frank **(71)** in the lab. He requires aluminum potassium sulphate to continue their important research. He needs you to get it from the warehouse.

Exit the lab and follow the sidewalk that runs along its north side. Open the gate. Leave it open (you'll know why later). Follow the pathway while slicing up the lying undead along the way to the warehouse in back **(72)**.

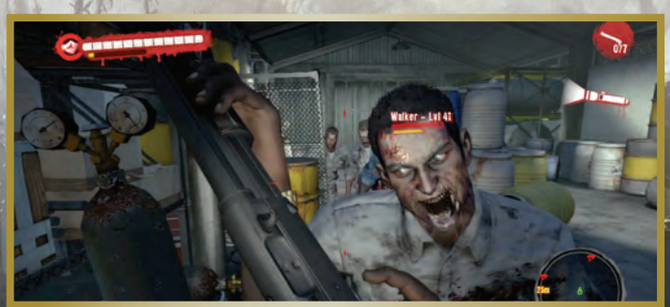


ID CARD #075

Find this card on the lab's rear metal catwalk.

Follow the minimap route around to the warehouse **(72)** behind the lab. Find the gate that is slightly ajar where a pallet-jack full of crates sits. Jump up on the crates to get inside the gate. Defeat the lying undead in this area and then open the warehouse door.

There are four Walkers in the back of the warehouse. After annihilating them, look around and find the ID Card on the computer desk on the right side of the warehouse.



ID CARD #076

Find this card on a computer desk inside the Jungle Lab warehouse you enter during **Substance of Matter**.

Remove the barricade board from the back door and pick up the **Chemicals** can from near the doorway. Carry the can back the way you came and deliver it to Frank in the lab **(71)**. Surprisingly, you won't meet much resistance on the way back to the lab. Look to Frank's left behind the door you entered and you'll see a place to set the canister down. Frank is happy with your accomplishment and gives you the **Deathstalker Mod**.

DEATHSTALKER MOD

Frank, at the Laboratory, gives this Weapon Mod to you after completing his Sidequest **Substance of Matter.**

After completing this quest, you are instructed, as part of the Main Quest **Demonic Science,** to go talk to Dr. West.

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INSECT REPELLENT

REWARD
3000 XP, Detox Gun Mod

QUEST GIVER
Dr. Lechance

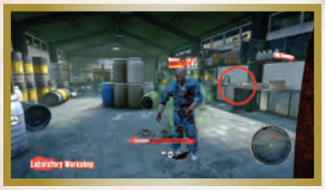
DIFFICULTY
Medium

OBJECTIVES
Go to chemical storage and find Icaridin.
Take Icaridin to Dr. Lachance.

GO TO CHEMICAL STORAGE AND FIND ICARIDIN.

This Sidequest becomes available during the Main Quest **Pure Blood** from Dr. West. Talk to the scientist, Dr. Lechance, in the office **(64)** located in the A2 hallway. He shares an office with Sebastian. You entered here before to send an email to Sebastian's parents in **Message of Love.** Dr. Lechance says they created a formula that makes someone temporarily invisible to the undead. To complete the formula, he needs Icaridin from the storage facility **(73)** behind the main lab.

This workshop's back door is open now that you've completed **Substance of Matter.** Enter through the back and defeat the Walkers inside. Find the **Icaridin** on a shelf in the main room on the right (as you enter the back door). If you haven't done so already, find the ID Card on the computer desk in the back of this warehouse.



TAKE ICARIDIN TO DR. LACHANCE.

Now that you have what the doctor ordered, follow the minimap route back to the lab and deliver the product to Lechance. He rewards you with the **Detox Gun Mod.** Come back to him later and he'll have produced some **Deo-Bomb** grenades for you.

DETOX GUN MOD

You get the Detox Gun Mod after bringing its final ingredient, Icaridin, to Dr. Lechance in **Insect Repellent**.

WHERE IS MY PINEAPPLE?

REWARD
3000 XP, The Machete

QUEST GIVER
Nguyen

DIFFICULTY
Hard

OBJECTIVES
Find Dr. Nguyen's scientific data from his bungalow.
Take scientific data to Dr. Nguyen.

FIND DR. NGUYEN'S SCIENTIFIC DATA FROM HIS BUNGALOW.

This Sidequest becomes available during "Pure Blood" from Dr. West. Talk to Dr. Nguyen **(74)** in the now-opened office he shares with Monroe (who will also soon be offering Sidequests). Dr. Nguyen needs his work files form bungalow #3 **(75)**.

ID CARD #074

This card can be found during **Demonic Science** when Monroe's and Nguyen's office is unlocked in the lab. Find this card on a computer desk next to Monroe's.

SIDEQUEST AVAILABLE

Notice when you drive into the research camp on your way to Dr. Nguyen's bungalow **(75)** *that another quest giver appears on the map. This is Conner* **(76).** *He's on the floor of the now-unlocked cabin and he offers* **Deus ex Machina.** *It's good to take this quest now since the last objective is in the lab, where you are heading at the end of "Where Is My Pineapple."*

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Park your car on the metal bridge just before you reach the research camp and trot down the hill beyond the cabins **(70)** and **(61)**. Defeat the undead around the large set of metal stairs that allow you down the hillside.

Work your way down the stairs, jumping gaps and missing landings as necessary. As you get close to the bottom of the stairs, undead start making their way up to meet you. Swing a sharp, long blade while crouching on the stairs to chop their heads off as they walk up to reach you.

Defeat or avoid the Ram on the pavement between the stairs and the overturned bungalow #3 **(75)**. Head up the ramp alongside the bungalow to access the top (which is actually the floor since it's upside-down) and enter through an open panel. Drop into the upside-down bungalow and find an ID Card in the bathroom.

ID CARD #079

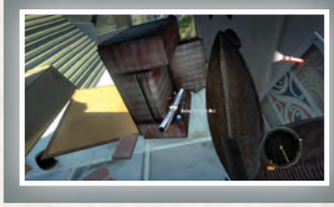
Find this card in the easternmost bungalow **(75)** in Sebastian's camp. The bungalow is overturned and on a hillside. Enter through the open panel on the top and inside find this card on an overturned cabinet in the bathroom.

Defeat the undead in the bungalow and find **Nguyen's laptop** on the floor in the corner of the back bedroom.

TAKE SCIENTIFIC DATA TO DR. NGUYEN.

Once you have the laptop, walk slowly out of the bedroom and look to your extreme right inside the living room from the bedroom door. A Weapon Mod is on the arm of an overturned chair.

DETOX SHOTGUN MOD



Find this mod on the arm of an overturned living room chair in Nguyen's overturned bungalow **(75)**.

Follow the minimap route back to Dr. Nguyen **(74)** at the lab. If you have not taken Connor's **(76)** quest "Deus ex Machina," do so now before you leave the camp. Dr. Nguyen produces The Machete for you and if you talk to him again you can receive another Sidequest: **Wet Job.**

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DEUS EX MACHINA

REWARD

3000 XP, Katana

QUEST GIVER

Connor

DIFFICULTY

Medium

OBJECTIVES

Take Dr. Connor's notes to Dr. Monroe.

TAKE DR. CONNOR'S NOTES TO DR. MONROE.

This Sidequest becomes available during **Pure Blood** from Dr. West. Talk to Conner **(76)**, who's lying on the floor of a cabin in the research camp nearby. The door to his cabin is now unlocked. With his dying breath, Conner asks that you take the notes from his desk to Monroe, at the lab.

BANOI HERALD EXCERPT #35

Find this Fact on Conner's coffee table a few feet away from where he lies dying on the floor of his cabin **(76)**. This cabin is not unlocked until you begin the main quest, **Pure Blood.**

Before you leave his cabin, grab **Conner's notes** from his living room desk. Follow the minimap route back to the lab and talk to Monroe who's in the same office as Nguyen **(74)**.

Monroe is excited about Connor's findings and is going to get started on the amazing product he can now produce. He tells you to come back in a bit. As a reward, Monroe gives you a high-level **Katana**. Talk to him again to start **Scran's Not for the Dead.**

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SCRAN'S NOT FOR THE DEAD

REWARD
3000 XP, Cash

QUEST GIVER
Monroe

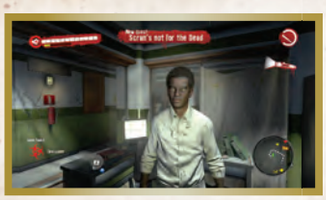
DIFFICULTY
Medium

OBJECTIVES
Clear and secure the water and food storage.
Report back to Dr. Monroe.

REPORT BACK TO DR. MONROE.

After delivering Connor's notes to Monroe in **Deus ex Machina,** talk to Monroe **(74)** again to start this, his first Sidequest. Monroe needs your help clearing the undead from their food and water storage in the nearby warehouse **(77)**.

You can drive to the back of the lab if you'd rather run over the undead back there. Exit the vehicle at the stairs and defeat the two Infected undead behind the warehouse **(77)**. Notice the six red skull icons on the minimap. These are the enemies you are about to face when you break in the warehouse door.



We suggest saving up some Fury to clear the warehouse of the Thug and five Walkers more easily. Otherwise, move around the large warehouse dealing with the Walkers first and then concentrate your efforts on the slow but powerful Thug. While searching the warehouse for usable items, don't miss the safe on the floor near the west wall. You could get some serious cash from this one.

ID CARD #083

Find this card on the floor near the northwest doorway in this warehouse **(77)**.

REPORT BACK TO DR. MONROE.

After clearing the warehouse of undead, you simply need to follow the minimap route back to Monroe to collect your cash prize and XP. Talk to Monroe again in **Blood Compound.**

WET JOB

REWARD
3000 XP, Short Shotgun

QUEST GIVER
Dr. Nguyen

DIFFICULTY
Hard

OBJECTIVES
Get Floater tissue.

GET FLOATER TISSUE.

After you deliver his laptop in **Where Is My Pineapple** and then talk to him again, Dr. Nguyen offers you this Sidequest. He needs diseased tissue from a specific type of Infected. He needs Floater meat. Chances are you have collected this by now and can complete this quest as soon as you begin it. Otherwise, defeat some Floaters, get the meat they leave behind and return to Dr. Nguyen with the product. Dr. Nguyen says he'll tell Dr. West how helpful you've been and then rewards you with the **Short Shotgun**.

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ACT III: JUNGLE CONTINUOUS EVENTS

FEEDING THE MULTITUDE

REWARD
1000 XP, Cash

OBJECTIVES
Bring 5 cans of food to Pono

QUEST GIVER
Pono

DIFFICULTY
Easy

BRING 5 CANS OF FOOD TO PONO

Talk to Pono, who is sitting on the floor of the first hut **(13)** you come to when you enter River Village through the west entrance. Pono needs food. For every five cans you bring him, he will give you 500 XP and cash.

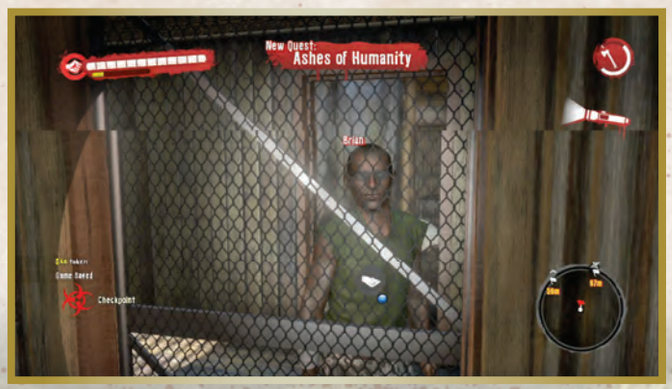
ASHES OF HUMANITY

REWARD
1000 XP, Small Rifle Ammo

OBJECTIVES
Search through the bunkers and bring the canned food to Brian.

QUEST GIVER
Brian

DIFFICULTY
Easy



SEARCH THROUGH THE BUNKERS AND BRING THE CANNED FOOD TO BRIAN.

Brian talks to you through the locked back door in the hut **(15)** that is adjacent to Carter's hut. This is a Continuous Event like a few in the past. Bring Brian canned food and he'll trade for XP and Small Rifle Ammo. Canned food is most likely found in bunkers in this jungle. Try Sam's bunker **(9)**. He's got two cans for sure.

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WEEDS

REWARD

1000 XP, Cash

OBJECTIVES

Gather the herbs and take them to Loren.

QUEST GIVER

Loren

DIFFICULTY

Easy

GATHER THE HERBS AND TAKE THEM TO LOREN.

Talk to Loren **(12)** again after finishing her Sidequest, **Blood in the Tropics.** She'll request particular herbs be picked and delivered to tend to the wounded. Once this quest is accepted, the gotu kola—little red flowers—appear as pick-up icons on the minimap when you are around them. You may not see them until you investigate the crash site. They are growing all over the place there.

LIGHT IS LIFE

REWARD

1000 XP,
Small Pistol Ammo

OBJECTIVES

Acquire 5 batteries

QUEST GIVER

Ethan

DIFFICULTY

Easy

ACQUIRE 5 BATTERIES.

Talk to Ethan. He is in the Overpass Village hut **(43)** with Claire who's looking for her son David. Ethan wants batteries—like that guy at the church. Collect batteries and give them to him in groups of five for XP and Small Pistol Ammo.

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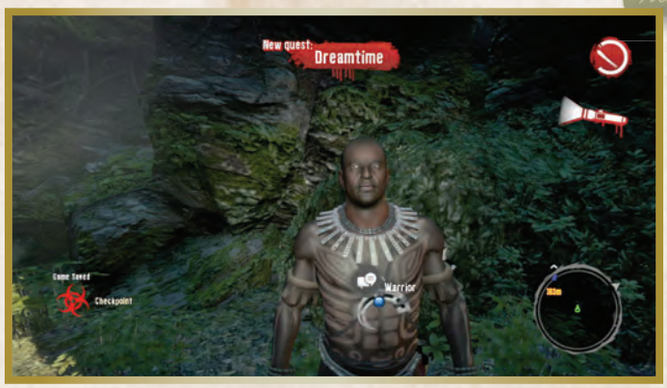
DREAMTIME

REWARD
1000 XP

OBJECTIVES
Get 5 oleander flowers.

QUEST GIVER
Native Warrior

DIFFICULTY
Medium



GET 5 OLEANDER FLOWERS.

Talk to the warrior **(68)** at the exit of the Native Camp after completing the challenge in the pit during **Man of Faith.** He'll give you this Continuous Event. Find 5 oleander flowers for him to receive XP and cash.

BLOOD COMPOUND

REWARD
Cash

OBJECTIVES
Bring the meat of five Suiciders.

QUEST GIVER
Dr. Monroe

DIFFICULTY
Medium

BRING THE MEAT OF FIVE SUICIDERS.

Dr. Monroe **(74)** says there's a mutation of the contagion, which is making some of the Infected putrefy at a very rapid rate. This results in a powerful build-up of internal gasses, creating pressure so intense that it actually causes them to explode. Well, you're not a scientist and you knew that already. You've seen Suiciders do this. Dr. Monroe requires the meat from five Suiciders. Deliver this and he'll give you 1000 XP and Meat Bait. This is a Continuous Event. There aren't a lot of Suiciders in this part of the jungle. You should have already collected this or you will have to visit other places where you know you've seen Suiciders, and then return with the goods.

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ACT IV

Chapter 16: Locked Up

TITUS ANDRONIKUS

REWARD
NA

QUEST GIVER
NA

DIFFICULTY
Easy

OBJECTIVES
Investigate the situation in prison.

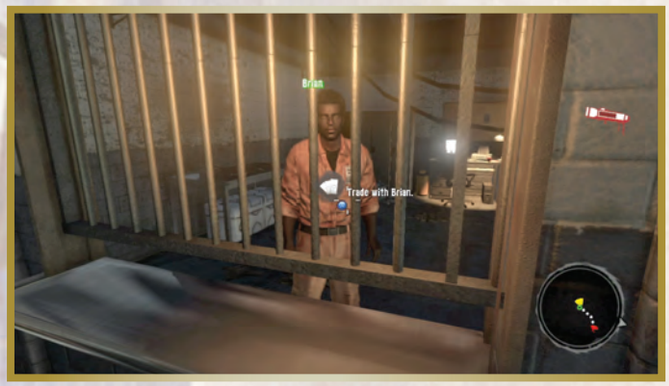
INVESTIGATE THE SITUATION IN PRISON.

You begin in the prison facing Jin, Mowen and Yerema at Block Zero's entrance **(1)**. Follow the gang as they run to the cafeteria. Be on the lookout for a **Tape** on a table on the left side of the room next to the one where you begin.

TAPE #10 THE PRISON

Find this recording on a table near your prison starting location.

Mowen is stopped at the first set of barred doors. He tells the inmates that you guys are okay and that you helped him get past the undead. They open the door. Follow the gang to the cafeteria entrance **(3)**. Notice the hallway to the right of the cafeteria contains a shop **(2)**. There's a man named Brian behind a window who buys items and weapons but only sells items, and not weapons. Deal with him or not, but enter the cafeteria to continue.



Cafeteria: Titus Kabui Meeting

The inmates take a liking to Jin and seem just as excited about the guns everyone is holding. It takes a moment but Titus finally remembers Mowen after receiving the cigar gift you picked up in the city. Mowen continues to tell Titus that your team is more powerful than the guns you hold; you are immune to the virus. Purna tells Titus that they need to get to Block C. Titus agrees to help, but first you must help him with a few things…

Press to skip this cutscene
Mowen: These people are immune, man. They get bit, they don't get infected. Maybe you could help each other out.

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THE GREEN MILE

REWARD

10000 XP, Metal Kanabo

QUEST GIVER

Titus Kabui

DIFFICULTY

Hard

OBJECTIVES

Talk to Titus Kabui.

Free Titus' friend from his cell.

Locate Titus' friend in Cellblock A (cell A-3-14).

Go to the control room and open Alvaro's cell door.

Turn off the alarm.

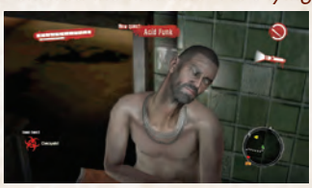
Escort the boss' friend.

TALK TO TITUS KABUI.

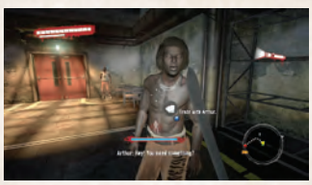
Titus hangs out in the back of the kitchen **(4)**. It is here where you will begin and end all of Titus' quests. Notice there are a couple nice Machetes on a shelf near the cafeteria door and one near the sinks, and a Workbench on the entry wall.

AVAILABLE SIDEQUESTS

Dreyfus **(5)** *is located on the side of the cafeteria where you entered the first time. He's lying on the floor between tables, up against a column. He offers* **Acid Funk**, *and* **Angel (3)**, *near the cafeteria door, offers* **Banoi Butcher.** *You can complete Banoi Butcher now and* **Acid Funk** *while solving the current quest,* **The Green Mile.**



PRISON EXCHANGE

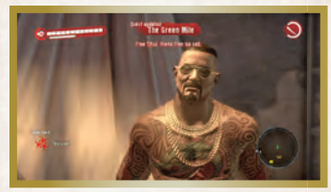


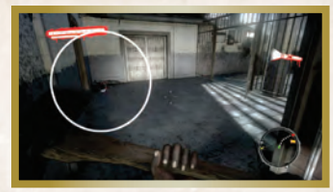
Since the shopkeeper **(2)** *deals with mostly mod and health items, you can get sharp weapons from Jeremy (located near the cafeteria table nearest the kitchen where Titus is). Arthur near the cafeteria entrance* **(3)** *sells firearms. Buy his Burst Rifle if you don't have a gun.*

FREE TITUS' FRIEND FROM HIS CELL.

Talk to Titus and he'll ask you to free his friend from Cell A-3-14. This is Cellblock A on the third level, 14th cell. We suggest you also accept Dreyfus' Sidequest **Acid Funk** before you leave the cafeteria; both quests can be advanced while in block A.

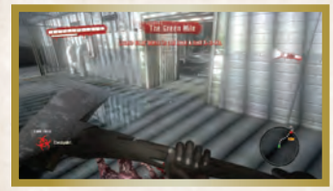
Follow the path on the minimap for this quest and you'll reach a prisoner guarding a door for Titus. The door is now unlocked and you are warned about the undead in the cellblock. Around the corner in the next hallway you spot a dead guard. Notice the door that is locked near him. You'll come back here on your way out to find a Collectible inside.





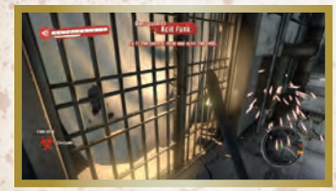
LOCATE TITUS' FRIEND IN CELLBLOCK A (CELL A-3-14)

Cellblock A



Next you reach the hallway entrance of the large, multilevel cellblock. There are two connecting doorways from this location **(8)**. Use either. We suggest clearing some enemies from the first floor. There are Thugs, Rams, Infected, Walkers…pretty much everything you've faced is in there. But, they stay gone when you clear them, so your efforts aren't in vain. Let Fury help you destroy large numbers of them at once. Use the weapon that best builds up your Fury and then use Fury again when you need it the most.

Once in Cellblock A, work your way to the back left corner of the floor level. You'll come to a cell **(9)** with a sheet draped where you can see in and there are bright lights and sparks around. Your **Acid Funk** quest becomes updated at this locked Cell **(9)**. There's a control room you have to get to that will unlock this cell—the same control room you need to get to in this quest.



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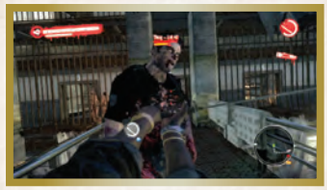
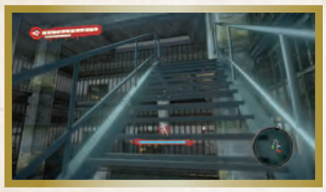
If you follow the minimap route perfectly, you will find that just in front of Cell 9 **(9)** is a set of stairs that the minimap route suggests you climb. Get to the second level now. If you did not go to this back cell, the route still directs you up the stairs on either side of the room.



Cellblock A: Level 2

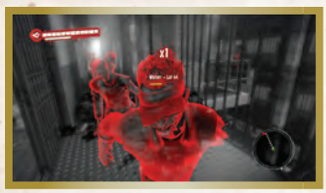


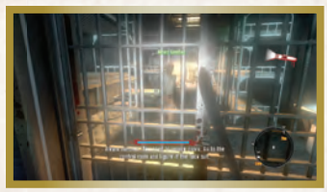
Once on the second level you must deal with ambushes from open cells and around catwalk corners and bridges. Follow the route to the other side of level 2 where you can find stairs that lead up to level 3. Your route is made awkward by precisely placed aisle blockage.

Cellblock A: Cell A-3-14

The third floor is riddled with Infected and Walkers. Pay attention to the battle here. Expect a fight big enough to justify that Fury you've been saving.

When you reach Alvaro Sanchez's cell **(10)**, these undead hanging around become a mini-challenge. If there's anything left of them, finish them off to clear the red skull icons from the minimap. Listen to Sanchez: he says you need to go to the control room to unlock the doors.



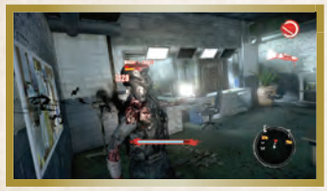


GO TO THE CONTROL ROOM AND OPEN ALVARO'S CELL DOOR.

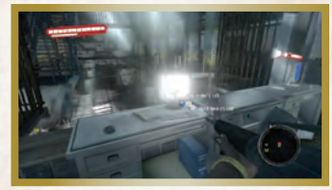
Follow the minimap route across the third level to a set of stairs that lead down to the second floor. Defeat the undead along the way. On your way down the stairs you'll be able to see the three levels and the entrance below. Just above the entrance on the second floor is the control room **(8)**.

Cellblock A: Level 2 Control Room

From the second floor stairs, turn left and follow the minimap route into the control room. Enter with caution. An undead guard creeps around the doorway.



If you have started the Sidequest "Acid Funk," when you arrive at the control panel in the control room **(8)** you will see two prompts: Open dealer's cell and Open Alvaro's cell. Do both.



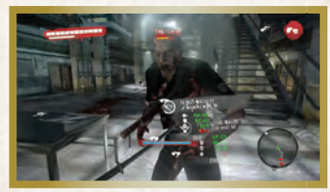
TURN OFF THE ALARM.

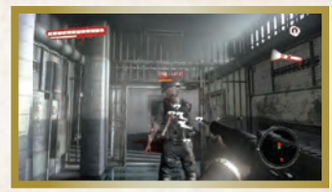
The alarms are driving the Infected crazy. Be prepared to behead a few Infected as you exit the control room. Follow the minimap route as you cross the second-level bridge and loop back around to reach the hallway on the opposite side of the control room **(8)**. Finish off any Infected that find you. Duck into the room behind the control room to replenish your health on Energy Drinks. The overturned machine holding the control room back door closed is fully operational.

ESCORT THE BOSS'S FRIEND.

Before you reach Alvaro is a good time to get the drugs out of the first floor Cell 9 for **Acid Funk.** Head back to Alvaro's cell **(10)** on the third floor to guide him on the trip you just took, in reverse, to get him to the cafeteria **(4)**. The pathway through the cellblock should be very manageable when escorting Alvaro if you have not been running from too many battles.

You do get stopped just outside the cellblock where we mentioned previously about the dead guard and the Collectible room **(11)**. Here you encounter a huge guard Thug. This guy is very high level. Use weapon throws to the head until you are left with firearms. Finish him off with some well-placed rounds.



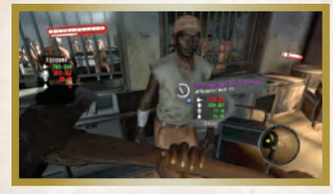


ID CARD #095

Enter the room that the guard Thug unlocked just before attacking you as you exit Cellblock A while guiding Alvaro to Titus in **The Green Mile.**

Titus

Back at the cafeteria, collect your Metal Kanabo from Alvaro and then talk to Titus to receive your next Main Quest.



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FULL METAL JACKET

REWARD
10000 XP, Sledgehammer

QUEST GIVER
Titus Kabui

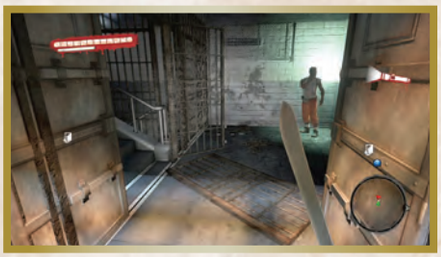
DIFFICULTY
Hard

OBJECTIVES
Talk to Titus Kabui.
Get the ammo box from the armory.
Check out the situation near the armory.
Get into armory.
Talk to Titus.

TALK TO TITUS KABUI.

After completing **The Green Mile,** Titus **(4)** offers this quest. With Jin growing more nervous around the inmates, Titus delays his pass to Cellblock C by sending you on a hunt for weapons.

GET WEAPONS AND AMMO FROM THE ARMORY.



Trade weapons using Jin's item storage and upgrade and repair weapons using the Workbench in the kitchen. Now follow the minimap route back out into the hallways. Follow the route to a stairwell **(16)** with a prisoner attendant. The gates over the lower stairs are locked. Follow the route upstairs, grabbing the Molotov from the first landing if you can fit it in your inventory.

Second Floor

There are two unlocked doors to your left and right at the top of the stairwell **(16)**. There are some hidden items around here, but you will pass them in a natural route, one following the minimap route. So, go through the left door.

Shut off the steam valve and throw a weapon at the undead at the end of the narrow hallway. Take a Molotov from near the toolbox, open the next door and throw the Molotov at the crowd of undead trying to get to the live guards behind a barricade.

Police Barricade Second Floor

Beyond the working drink machine is a mob of undead attacking the police behind a barricade of crates. If you let the zombies live, you can circle around the hallways and get beside the police and attack while they're distracted. Or you can slaughter them all with repeated Molotov attacks. Just watch out: it's a firearm game when you deal with the police.

BANOI HERALD EXCERPT #39

Find this Fact on the second floor in the connecting hallway used to get beside the police at the undead barricade they created. The Fact is on the floor near a row of small metal chairs.

Follow the minimap route to come up beside the armed police at the barricade. Open the door and target the propane tank behind them. Put the wounded out of their misery and then break in the large door behind them at the end of the hallway.

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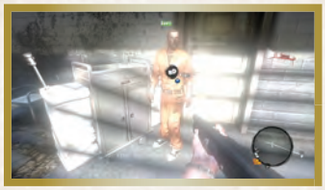
CHECK OUT THE SITUATION NEAR THE ARMORY.

Kevin: Locked Armory



Follow the minimap route to the end of the hallway where you meet Kevin **(12)** outside the armory. Kevin is trying to get into the armory but needs the master key. You need to get in there, too, for Titus. Talk to him and take the **Locked Armory** Sidequest. He says only the senior guards have those keys. See Act IV Sidequests for help with this quest.

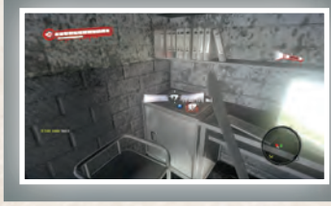
After getting the master key for Kevin and protecting him from an undead attack from the end of the hallway, enter a now-opened broom closet on the opposite side of the hallway from the armory. Here you can find an **ID Card**.

ID CARD #094

After completing **Locked Armory,** Kevin's Sidequest at the armory, you can now enter some additionally unlocked rooms. One is the broom closet across the hallway from the armory. Inside, on a metal cabinet, is this ID Card.

The closet directly across from the broom closet contains a Workbench. Use it now if you need to. Open the Armory (Kevin stands outside the now-unlocked door) and enter. In the first small room, find the **Striker Rifle Mod** on the desk in the back.

STRIKER RIFLE MOD

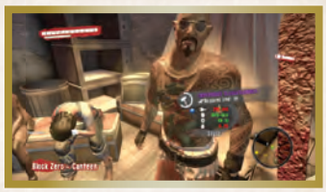


This Weapon Mod is located on the desk in the first room of the second floor armory. Kevin unlocks this door after completing his Sidequest, "Locked Armory."

TAKE THE AMMO BOX TO TITUS.

Enter the armory back room and take the **Ammo Box** from the shelf. Follow the minimap route now displaying a reverse route back to the cafeteria and to Titus **(4)**.

Titus rewards you with a Sledgehammer. Talk to him again to begin **Dante's Kitchen.**



DANTE'S KITCHEN

REWARD

10000 XP, Heavy Pistol

QUEST GIVER

Titus Kabui

DIFFICULTY

Medium

OBJECTIVES

Talk to Titus Kabui.

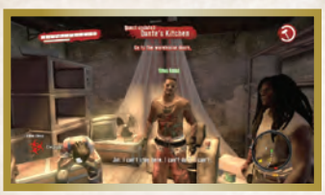
Go to the warehouse doors.

Kill all the undead in the kitchen and the storage room.

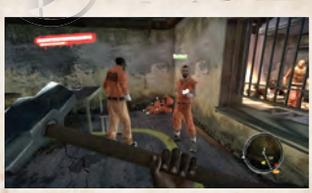
Get back to Titus Kabui.

TALK TO TITUS KABUI.

Now the boys are hungry—so says Titus **(4)**. You continue to run errands for Titus while he withholds his promise to allow you to Cellblock C. He wants you to go to the main kitchen and get some food.



AVAILABLE SIDEQUEST



In the lunchroom, in a corner next to the kitchen Titus is in, you can find Harland. He has a Sidequest for you: **Painful Insanity**. *His friend needs medicine. You can accept this quest now.*

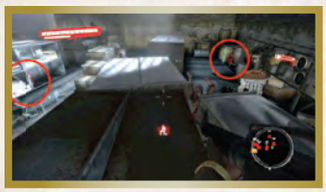
GO TO THE WAREHOUSE DOORS.

Follow the minimap route past the prisoner previously guarding the kitchen storage room doors **(14)** for Titus. The doors are now unlocked. Just through the doorway is a pile of shelves.

KILL ALL THE UNDEAD IN THE KITCHEN AND THE STORAGE ROOM.

Storage room

There's no clear passage when you enter the storage room. Jump up on the shelves and remain on the top while surveying the room full of undead. Notice the many propane tanks already in prime locations to take out a mob. Meat bait is a wonderful thing to have here. You could throw it where the propane tanks originally were and let them have it. Otherwise, get their attention to make them pass by the propane on their way to you.



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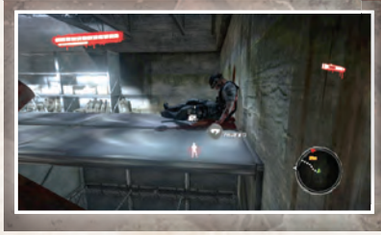
You can perform some jumps along the left side to reach the propane tank on top of the shelf and then throw it right where you need it—in a zombie mosh pit. This will help thin out their numbers while making it an easier decision to get on the floor with them. Save your Fury for the kitchen—as a great chef would say.

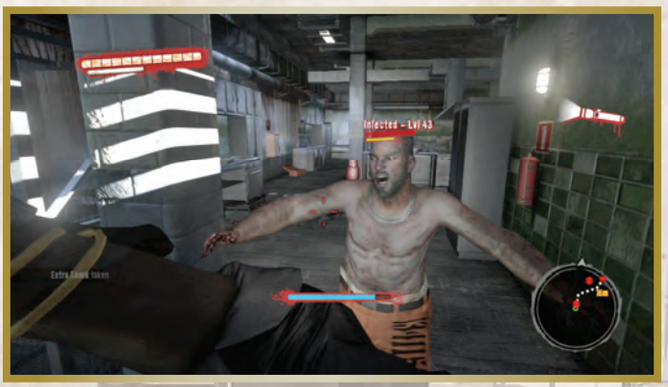
ID CARD #087



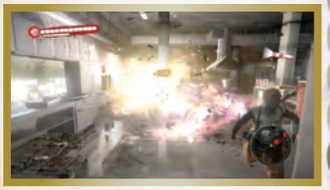
After clearing the storage room of undead in **Dante's Kitchen,** find the dead guard zombie on the shelves in the back of the storage room. This card is lying beside the body.

Kitchen

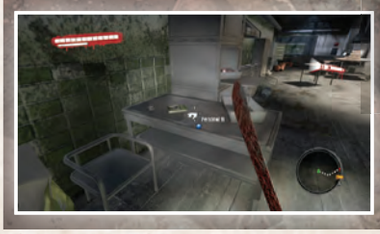
Pass through the narrow hallway between the storage room and the kitchen **(15)**. Open the kitchen doors and enter. Take a few steps deeper into the kitchen, and the Infected attack.



Spot the propane tank in the middle of the room near a brick column. When the undead come running, be in a good position to explode that thing. There's also a Thug in the kitchen. Make his the last battle here after taking care of all the others first.



ID CARD #096



This card is located on a metal table along the south wall of the kitchen in **Dante's Kitchen.**

GET BACK TO TITUS KABUI.

After defeating the final Infected soul in the kitchen, follow the minimap route back to the cafeteria. It's a real short trip, as these rooms are adjacent to each other. Titus is pleased and gives you a Heavy Pistol. Make arrangements with Jin's storage to keep this weapon.

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DEVIL'S LABYRINTH

REWARD
NA

QUEST GIVER
Titus Kabui

DIFFICULTY
Very Hard

OBJECTIVES
- Talk to Titus Kabui.
- Find your way to the armory in Cellblock B.
- Find another way to the cellblock control room.
- Follow The Voice's clue.
- Go up.
- Find your way to the elevator.
- Talk to Yerema.
- Take Yerema and Jin to the elevator.
- Get into the elevator.

TALK TO TITUS

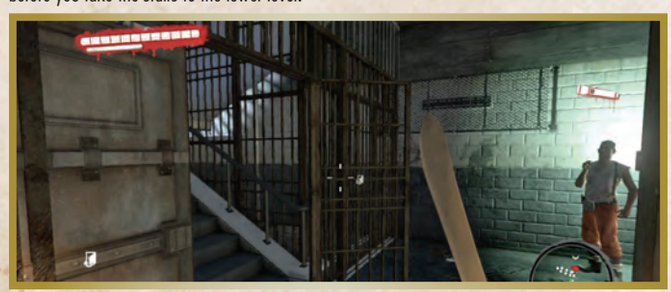
Talk to Titus after completing "Dante's Kitchen" to receive this quest for weapons from Cellblock B. If you do this one last thing for him, Titus gives you his word that he will let you through to Block C.

PAINFUL INSANITY

Make sure you take the Sideqeust **Painful Insanity** *from Harland* **(13)** *before you head out of the cafeteria. You can complete its next objective on your way to Block B and then when you return from both jobs, you can collect rewards one after another.*

FIND YOUR WAY TO THE ARMORY IN CELL BLOCK B.

When you follow the route on the minimap out of the cafeteria you come to a now-familiar stairwell **(16)**. The bars to the lower level are unlocked. And this is the way to Cellblock B. However, if you are also on the Painful Insanity quest, then go upstairs and knock that one out before you take the stairs to the lower level.



Basement Level

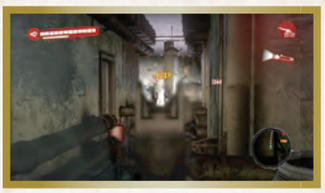
Open the double doors on the lower level and follow the minimap route to the small control room where you can find an ID Card.

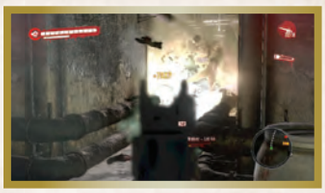
ID CARD #097

This card is found on the edge of a control panel in the basement of the prison. This is the first room reached in the basement during **Devil's Labyrinth**.

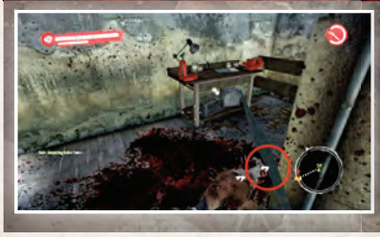
Follow the steampipe-filled, narrow basement tunnels until you reach a clearing where undead can be seen ahead. There's a propane tank in the middle of the adjoining hallway. Explode that tank when a group of noxious undead pass by it to get to you. Once the hallway is clear, more undead begin to shuffle around in the next room **(17)**. Use a firearm to shoot the distant propane tank in this room. This can be done safely from a room away.

Enter that room **(17)** you cleared and continue following the route to another narrow tunnel. A Suicider and a couple of Walkers can be found near a Workbench in the next tunnel. Try Molotovs to finish them off. Find an ID Card on the floor near the Workbench.





ID CARD #086



This ID Card is found in the prison basement steam tunnels. This one is on the floor near the Workbench found halfway through the tunnels on your way to Cellblock B in **Devil's Labyrinth**.

Workbench

Use the Workbench just beyond the large room you cleared **(17)** and then continue following the minimap route through the steam tunnels. Be ready with a firearm or a fast melee weapon. As you enter the large chamber ahead—that starts with a stairwell leading to a lower level—two undead Infected cops come running up the stairs **(18)** to attack you.

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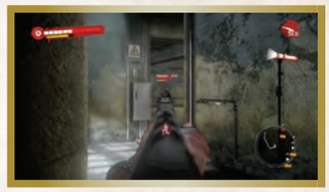
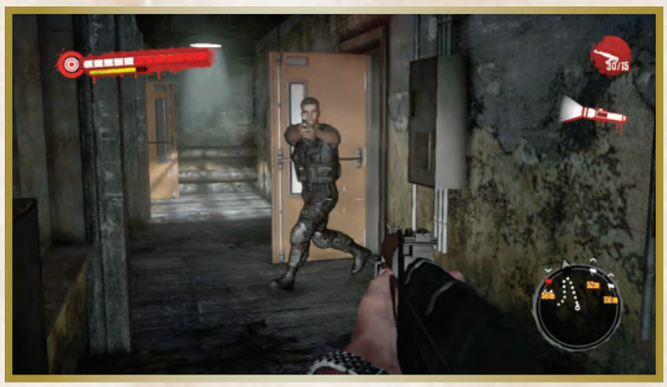
Police Shootout



Break open the double doors at the top of the stairs (don't go down yet). Around the corner you can spot through a hallway window, a nearby cop in your hallway and a few cops on a far catwalk you can see through a window. Remain in the initial hallway and take out the cops. Another cop jumps out of a room on your right when you reach the hallway with windows. Gun him down and take his rifle (if it's better than yours).

Once the guy jumps out of the room, you can safely use the windows in the left wall to take out the police in the next room (search for gunmen on the lower level near a Workbench from here, too). Search the weapon chests in the open room the cop jumped out of.



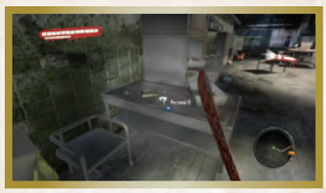
Laundry Room

Enter the next room. There's an unlocked door near a set of stairs that lead down to a lower level. Through the door is a large laundry room **(19)** with a network of catwalks on the second level and below is a laundry room full of undead of various types. If you take the stairs down to the lower level before opening the laundry room door you can use the Workbench and enter the laundry room from the ground level, which is not advised. If you can fit it in your inventory, there's a Molotov near the Workbench.

Enter the laundry room **(19)** from the second level and toss Moltovs over the railing to burn the undead below. Move around the catwalk to observe the three sections of the room below. Move around the walkway so the undead follow you below and then lead them toward the many different propane tanks below. There are a few propane tanks on your catwalk that can be thrown over the rail, as well.

There is a Thug in the third section of the laundry room. Make sure this guy gets to taste some propane fire. When the undead have been cleared or nearly cleared from below, take the stairs down to their level.

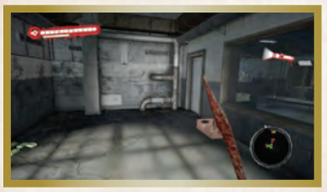
Follow the route out of the laundry room and into a stairwell room **(20)** where a Thug hangs out below a set of stairs. Use a Molotov to soften him up, possibly killing him. There's an Infected that attacks from atop the stairs when you enter this area.



ID CARD #090

This ID Card is on the ground near a locked door on the first level of a stairwell reached just outside the laundry room in **Devil's Labyrinth**.

At the top of the stairs in the first stairwell **(20)** is another stairwell. There are Infected in this second stairwell. Take care of them. At the top is a door that leads into a Workbench room on the end of Cellblock B near a control room. The door is locked to the control room, so you must find another way in.

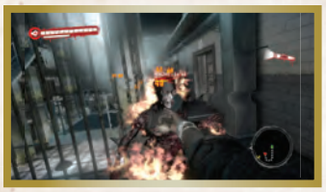


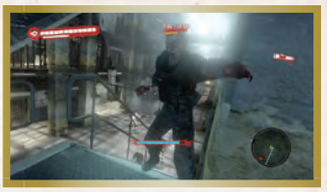
FIND ANOTHER WAY TO THE CELLBLOCK CONTROL ROOM.

Cellblock B

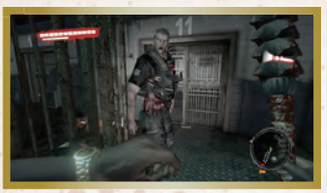
The Block B control room **(21)** door is locked. Try to use the door to receive the next objective. Use the Workbench in the room and then enter the cellblock through the hallway door. The first thing you see is burning zombies down the second floor cellblock hallway. You enter the cellblock on the second level. Wait a moment at the door and decapitate the screaming and running Infected.

The stairs to your left take you to the first level where the floor is full of undead, including Rams and Thugs. You must take this route as the burning blockage keeps you from moving farther down the second floor hallway. We suggest using Fury to help clear the lower floor of enemies.





Follow the minimap route on the first floor up a set of stairs and back to the second level (but on the other side of the aisle blockage). Defeat the undead you confront on this level. The biggest threat is the Thug on the short aisle on one end of the room.



Find the set of stairs to the third level. Defeat the Infected that come running at you when you begin to explore. There are around three of them. Expect a Ram to find you, as well. Cross the third-level bridge and defeat the enemies on the new side of the third level.

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Cellblock B Control Room

Take the third-level stairs down to the second floor and then enter the second floor control room **(22)**. The Voice over a radio is heard when you enter. He tells you he knows what you are up to and that you cannot give weapons to the prisoners. He tells you to leave the prisoners and not to worry about your friends; he'll take care of them.

FOLLOW THE VOICE'S CLUE.

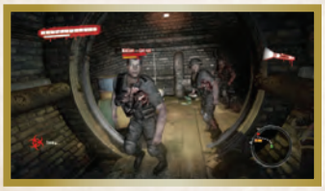
He wants you to get to Cellblock C as fast as you can, and the only way there is through the sewers. Follow the minimap route out the back door of the control room. Use the Workbench in the small hallway behind the control room. Continue through a small storage room and down a stairwell. Before exiting the stairwell, look beside the dead guard's body to find an ID Card.

ID CARD #092

This ID Card is next to a dead body under the stairs below the Cellblock B control room, found during **Devil's Labyrinth**.

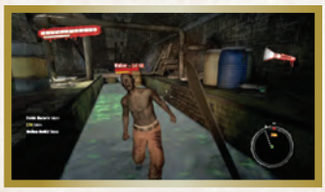
Sewer

Follow the hallway from the stairs to a door. Open the door to enter the sewers **(23)**. Just inside the sewers to the right is a group of Walkers. Throw a Molotov into their group before they begin to stumble toward you.

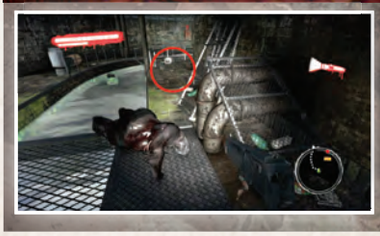


Around the next corner is a group of noxious Walkers. Use long-range attacks on them and then head to the right to the water-filled section of the sewer. Try to move through the area beating down the undead that begin to rise when you approach. Knock 'em down before they can get up to fight to keep them from gathering and overwhelming you.

Carry a propane tank from one end of the toxic water section of the sewer, beyond the T-intersection and to the Floater ahead. Throw and explode the tank to annihilate the Floater. Look for an ID Card on the pathway on the right side of the sewer ditch.



ID CARD #098



This ID Card is on the right side of the sewer just after the Floater location and before the curve in the tunnel that leads to a sewer intersection in **Devil's Labyrinth**.

Find the propane tank on the pathway on the right side of the sewer ditch at the intersection **(24)**. Explode it when a number of noxious undead in the area gather nearby. There's another Floater in this location. Defeat the enemies and move on.

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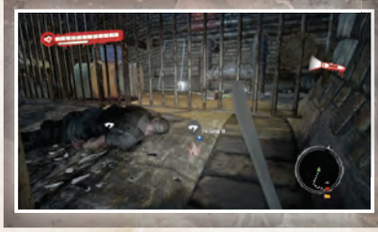
GO UP.

At the end of the sewer tunnel is a secondary pathway that ends shortly up an incline. There's a dead guard near a gate. Look for the **ID Card** lying beside him.

ID CARD #089



This ID Card is on the ground beside a dead guard at the top of a dead-end incline near the end of the sewer in **Devil's Labyrinth**.

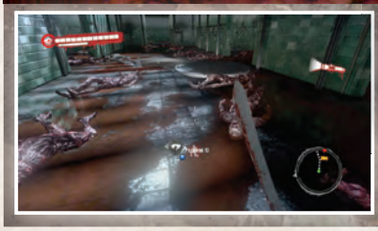
Follow the minimap route to the end of the sewers. There you will find a ladder leading up to the shower rooms.

FIND YOUR WAY TO THE ELEVATOR.

Showers

The floors of the shower rooms **(25)** are blood-filled and littered with dead bodies. Some of these bodies will rise and attack if you get close to them or just hang around for some time. Look for the ID Card in the blood on the floor as you come up out of the sewer hole.

ID CARD #099

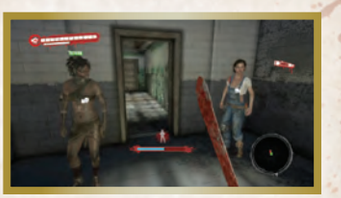


Find this card on the bloody shower room floor just as you come up out of the sewer in **Devil's Labyrinth**.

TALK TO YEREMA.

Cellblock C

Push through the double door exit out of the showers and follow the hallway to the elevators where you'll find Yerema and Jin **(26)**.



Talk to Yerema to discover that a mob of prisoners attacked Titus and his men and then the undead attacked. Mowen traded his boat to Alvaro so they could find you. Mowen was killed by undead during the escape.

Yerema: There were too many. There was nothing we could do. They tore into him like hungry animals and all we could do is watch. If not for Mowen, we would not be here.

TAKE YEREMA AND JIN TO THE ELEVATOR.

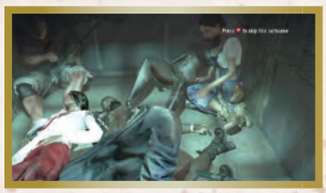
Follow Jin and Yerema to a nearby elevator **(27)** at the end of a hallway. Enter the elevator with the two girls.

GET INTO THE ELEVATOR.

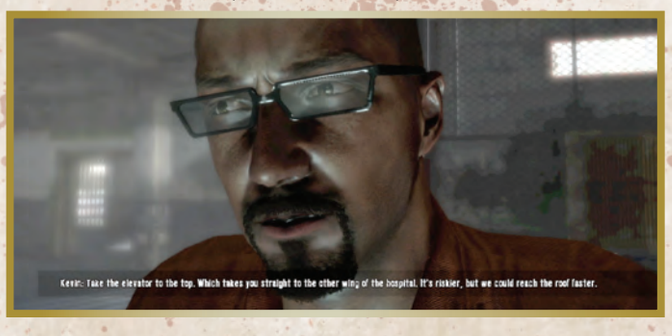
Kevin

When you enter the elevator **(27)** with Yerema and Jin, The Voice begins to communicate over the PA system. He tells you to take a second to catch your breath. The elevator fills with gas and the team becomes unconscious.

When the elevator doors open, Kevin (the lock-hacker from "Locked Armory") wakes the team up. He says The Voice (the Colonel) knocked you out with gas and just took what he wanted from Logan and left. The Voice took the antidote. Kevin tells you his chopper is on the roof and he's on his way there now. If you don't get to the helicopter first, he'll take off and order the bombers to annihilate the prison.



Kevin tells you he is stopping in the prison hospital to pick up his wife before he heads for the chopper. So you do have a chance to beat him there. You find yourself in an office after leaving the elevator cinematic. This ends the quest and the current chapter.


Kevin: Take the elevator to the top. Which takes you straight to the other wing of the hospital. It's riskier, but we could reach the roof faster.

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CHASING THE WHITE RABBIT

REWARD
NA

QUEST GIVER
NA

DIFFICULTY
Very Hard

OBJECTIVES
Find your way to the hospital roof.

FIND YOUR WAY TO THE HOSPITAL ROOF.

Once out of the elevator **(27)**, inspect the weapon chests around the control room and find and use the Workbench near where Kevin stands. There are a couple of high-level Machetes and some ammo on a weapon case to the right of the Workbench that are worth checking out.

Push through the double doors in the room with Jin and Yerema to reach a stairwell **(28)**. Instead of going down the stairs, follow the minimap route to enter a hallway to your right. At the end of the hallway is another stairwell **(29)**. Again, you do not need to climb stairs; instead, push through the double doors to enter the first hospital hallway.

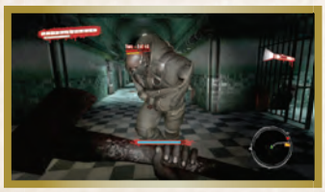
ID CARD #091

If you keep going up the stairwell instead of entering the first hospital hallway you will find this card on the stairs next to a mattress.

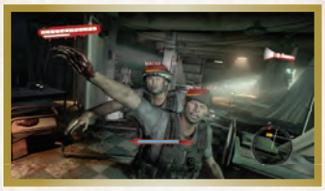
Hospital

Use Fury on the first group of undead in the hospital hallway intersection **(30)**. You will confront a Thug, a Suicider and five Walkers. If you don't use Fury, try to target the Suicider while the five Walkers are around it and then deal with the Thug without any distractions.

In the connecting hallway **(31)** you confront a Ram and a couple of Walkers. Quickly take out the Walkers and then dodge and attack the Ram repeatedly.

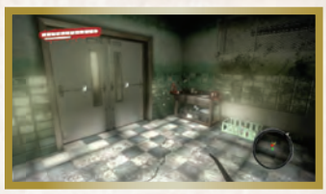


The open rooms on either side of this connecting hallway (where the Ram was originally located) are filled with dangerous undead but there are no Collectibles on this floor, so you can continue to level-up by clearing these rooms or just proceed to the next stairwell **(32)** by passing through a couple double doorways in the main hallway.



This hallway and connecting rooms are teeming with undead. Prepare for some major battles in this hospital. You can sprint through and shut the double doors (that separate sections of the hallway) to keep undead behind you in a previous section (if you don't feel like defeating them all).

Hospital Floor 2



Use the Workbench at the top of the stairs in the stairwell **(32)** to repair and upgrade your weapons. Push through the double doors to the second floor hospital hallway. It is on this floor where you will find a few Collectibles; so exploring the side rooms is necessary if you want to collect all the items.

If you aren't concerned about the Collectible items, then you can just sprint through the second floor hallway to the next stairwell and reach the rooftop. But, if you want all the Collectibles, begin by entering the first open room on the left **(33)** as you enter the second floor hallway. This room is the safest. It is devoid of enemies.

ID CARD #093

Find the ID Card on the desk to the left as you enter the first room on the left in the second floor hospital hallway.

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TAPE #11 DOCUMENTING SYMPTOMS

Find this Tape on the hospital bed across from the desk with ID Card #093 on it in the first room on the left on the second floor of the hospital in **Chasing the White Rabbit.**

Defeat the Walkers and Suicider in the hallway. The noise of the battle often brings Infected and other undead from nearby open rooms. Spend some time clearing the undead so you can continue to explore the rooms on this floor.

TAPE #12 IT'S COVERED IN BLOOD

Find this Tape on the floor of the second floor hospital hallway. It lies in a hallway intersection next to a dead body—one that stays dead.

Follow the minimap route from the position of the 12th Tape down the new hallway at the intersection. The first nook on the right has two sets of doorways. The doorway on the right when you enter the nook leads into a small room full of undead. The door on the left allows you access to a room **(34)** with a couple of beds and desks. Defeat the hiding Infected in this room and then find the **Fact** on the desk to the right.

BANOI HERALD EXCERPT #38

This Fact is on a desk in a small room attached to the second-level hospital hallway in **Chasing the White Rabbit.**

Pass through the first set of double doors in the second floor hallway and defeat the two Infected on the other side. Defeat the enemies in the hallway and then enter the room on the left **(35)**. Clear the room of Infected, noxious Walkers and a Thug. Find the last **ID Card** on a gurney in this room.

ID CARD #100

Find the final ID Card on a gurney at the end of the room on the right in the second-level hallway (beyond the double-door hallway divider) in the hospital.

Exit the room and continue to follow the minimap route through the second set of double doors in the hallway. A group of Thugs and a Suicider appear on the other side. If it takes time for you to regain Fury, we suggest not using it this close to the final battle. Target the Suicider as it passes by the Thugs to get to you and then explode it to soften up the Thugs. Use thrown weapons to defeat the Thugs.

The final battle in the hallways before you reach the last stairwell is with a group of Walkers and a Ram. You can sprint to the stairwell and leave them in your dust or you can stay and fight. If you need to build up some Fury, then we recommend you fight and save the Fury for the battle on the rooftop. The next chapter begins when you reach the rooftop door at the top of the stairwell.

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ON THE EDGE

REWARD
NA

QUEST GIVER
NA

DIFFICULTY
NA

OBJECTIVES
Don't let White escape the island.

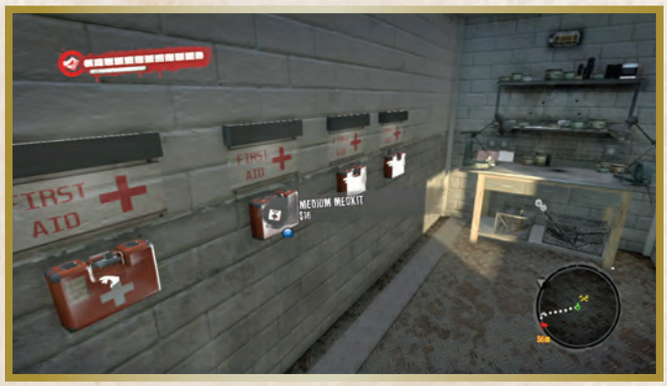
DON'T LET WHITE ESCAPE THE ISLAND.

The Roof

You **(36)** begin the rooftop battle on the far end of the roof from White and his guards who currently control the helipad area. Just running to the helipad side is suicide; multiple gunmen will gun you down at once. Some stray bullets will actually make their way across the rooftop and hit you where you stand if you don't find cover soon.

Rooftop Overview

If you enter the building **(37)** behind your starting position you can find many MedKits on a hallway wall and a Workbench in the same room. This building provides the only protection from the enemies (living and dead) in this rooftop battle.



There are several weapon caches out in the open. The pile of rifle ammo, grenades and a weapon chest containing a rifle **(38)** are located near your Workbench building. There's also a nearby MedKit on the wall.

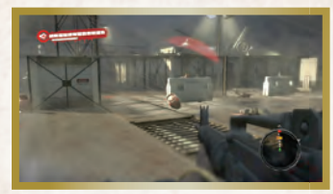
Next, there is a pistol cache **(39)** behind the middle compressor on your side of the rooftop. There are grenades, pistol ammo and a weapon chest with a Heavy Pistol inside. Beside the back ramp between buildings is a shotgun cache **(40)**. Here you will find grenades, shotgun ammo and a shotgun in a weapon chest.

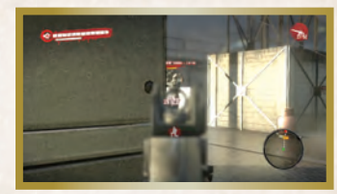
On top of the compressor **(41)** near the pistol cache is a Burst Rifle. You can climb the ladder on the side of this compressor to reach it. The top of this compressor is a good place to retreat when there are no more guns firing at you.

The building on the far right **(42)** is where the flaming zombies come from in the last stage of the battle before gaining helipad access.

Stage 1

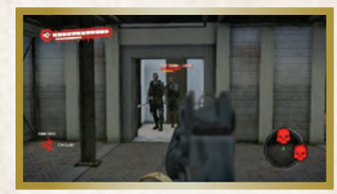
In the first stage of the battle, three armed BIDF Soldiers take position behind barricades **(43)** on the helipad side of the rooftop. Work your way forward using the compressors for cover. You can throw a propane tank and shoot it to take out a covered guard; just don't let them shoot the tank before you throw it. As soon as you take out the first three guards, the minimap route fades and stage two of the battle begins.





KILL RYDER WHITE.

Stage 2



Ryder White (The Voice) is seen on the raised helipad platform **(44)**, hiding behind some barricades. Don't waste your bullets, time or effort shooting him. Instead, look for two pairs of BDIF Soldiers to enter the rooftop from an elevator **(45)** and a room **(46)** directly under the helipad. If you are forward enough on the rooftop you can avoid White's bullets, as you blast two of the soldiers exiting the elevator or the room. Shoot them before they are prepared to fire. Or throw a grenade in their room when the doors open. These enemies appear on the minimap as red skull icons.

Work your way toward the remaining two soldiers while avoiding White's sights. After taking out the remaining two soldiers, the third stage begins.

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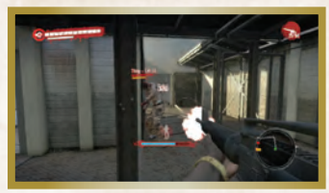
Stage 3

The third stage gets interesting. The last doors **(47)** below the helipad are blown off and the Infected are set free. These guys don't appear on the minimap, so keep looking around while staying covered from White's gunfire. Notice the green barrels with explosives on top of them. These bombs can be armed (push and hold the Use button until the gauge fills completely), but arming them is tough without taking damage and once armed, there is a delay that is hard to coordinate with the position of the undead.



After three to five undead have been killed, a second wave is released. The doors on the undead building **(42)** are blown off and the Infected are released. Watch the minimap after finishing off the first wave of undead. A route appears on the map that leads through the gate **(48)** under the helipad. This gate remains locked until this stage.

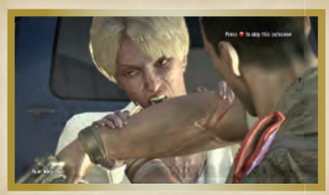
Beyond this gate are a large Thug and some Infected. Take them out with gunfire and quickly pass through the gate and up the stairs **(49)** behind the helipad. Getting to the top of the stairs triggers a cutscene and completes the pre-boss battle.

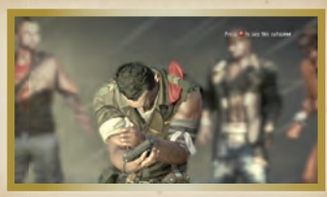
PRE-BOSS BATTLE PREPARATIONS

If you need to fill your Fury meter, put off climbing the stairs to fight the non-stop spawning of undead during this stage. Once your Fury is ready, climb the stairs to trigger the cutscene. You begin the battle face-to-face with Infected White. The weapon you were holding before the cutscene is the one you hold at the beginning of the final stage. So, prepare your weapon before you climb the stairs.

BOSS FIGHT: INFECTED WHITE

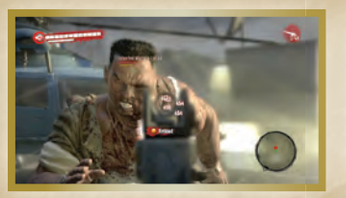
During the cutscene, White's Infected wife bites him and he uses the antidote to save himself. The antidote has a very bad side effect and he turns into a monster, Thug-like undead beast.





DEFEAT MUTATED RYDER WHITE.

The mutated Ryder White is now an undead, Infected White. He is similar to the biggest Thug you've ever seen crossed with the fastest Infected you've come up against. This is a dangerous combination. We suggest activating Fury the moment you get control after the cutscene. Unleash on the boss and hope it's enough to take him down. If you can, try to get behind him to increase the Fury attack.



If you run out of Fury and the boss remains alive, back off and find opportunities to shoot him directly in the head. If you run back to the lower level for relief, know that he will follow you—closely. Also, once on the lower level, the non-stop spawn of undead have an easier time finding you. Try getting on top of the compressor we talked about earlier **(41)** and shoot the boss while temporarily safe. White will try to climb or jump up on the platform with you; just shoot as he follows. Aim for headshots and eventually he will die. Enjoy the ending cinematic.

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ACT IV: PRISON SIDEQUESTS

ACID FUNK

REWARD

3000 XP, Short Shotgun

QUEST GIVER

Dreyfus

DIFFICULTY

Medium

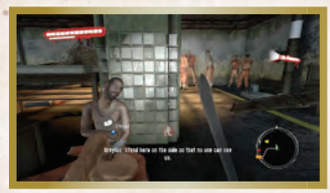
OBJECTIVES

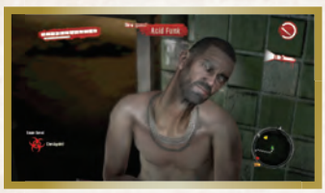
Get inside the dealer's cell.
Go to the control room and open the cells.
Find all the drugs.
Take the drugs to Dreyfus.

GET INSIDE THE DEALER'S CELL.

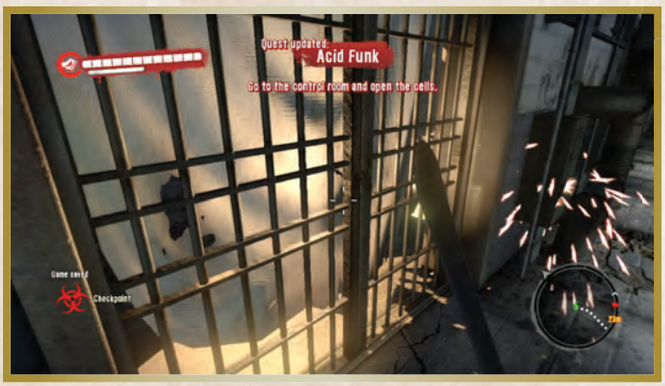
This Sidequest is available as soon as you have the ability to roam the unlocked portions of the prison. So, you can find and talk to Dreyfus **(5)**, who's on the cafeteria floor after you complete **Titus Andronikus.**

Dreyfus needs a fix and knows there are some drugs stashed in one of the cells. When you accept the Sidequest, he goes on to tell you that they are in cell 1-9. This means floor 1, cell number 9. We suggest taking this mission while working on the Main Sidequest, **The Green Mile,** as these two jobs take place in the same cellblock.



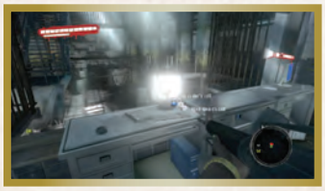


Once in cellblock A **(8)**, defeat the undead and work your way to the back left corner of the floor level. You'll come to a cell **(9)** with a sheet draped where you can see in and there are bright lights and sparks around. Your quest becomes updated while you scratch your head here at this locked cell.



GO TO THE CONTROL ROOM AND OPEN THE CELLS.

Follow the minimap route up to the second floor, then the third, and then back down to the second floor to get to the control room. Aisle blockage makes this the only way to get to that secluded corner. Battle the many undead along the way, as well as the one hiding in the control room **(8)**, which is directly over the first floor exit.

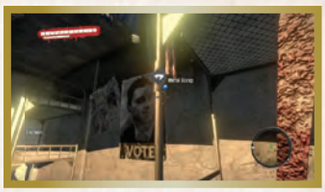


If you are on this quest as well as the Main Quest, **The Green Mile,** when you arrive at the control panel in the control room **(8)** you'll see two prompts: Open dealer's cell and Open Alvaro's cell. Do both.

FIND ALL THE DRUGS.

Defeat any undead around the now-unlocked cell 9 on the first floor **(9)**. Push through the sheet and enter the cell. Slice up the lying undead in the back; he'll get up if you don't. The drugs appear on the minimap one at a time as you find them. The first **Drug** appears on the bunk bed box spring.

The second drug is located on the same bed. Turn and face the entrance of the cell and find the **Metal Scrap** prompt on the corner post of the bunk beds.



The third **drug** is in the soap dispenser above the sink. Seems odd to have one of those in a cell.

The last one is in the toilet bowl.

TAKE THE DRUGS TO DREYFUS.

Return to Dreyfus **(5)** in the cafeteria when you are back that way. He thanks you and gives you a special Short Shotgun.

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BANOI BUTCHER

REWARD
3000 XP, Zed's Demise

QUEST GIVER
Angel

DIFFICULTY
Hard

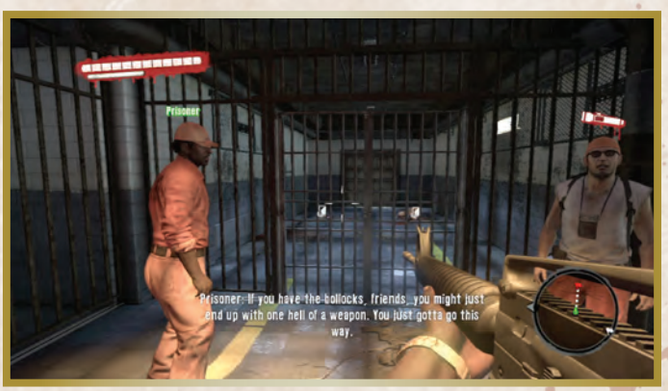
OBJECTIVES
Get back to Angel.
Stop the Butcher of Banoi from terrorizing the prison.

GET BACK TO ANGEL.

This Sidequest is available as soon as you have the ability to roam the unlocked portions of the prison. So, you can find and talk to Angel **(3)**, who's standing next to the cafeteria entrance after completing **Titus Andronikus.**

Talk to Angel. He tells you about a guy that is worse than the undead. He refers to the Banoi Butcher who is running free in the prison and scaring the baddest of the bad inmates.

Head through the original cafeteria doors and work your way back to the area where you began the prison level. The minimap route directs you to the same two "doormen" you confronted in the beginning. They warn you about the Banoi Butcher through the doors behind them **(6)** but say there's an awesome weapon waiting for anyone brave enough to take him down.


Prisoner
Prisoner: If you have the bollocks, friends, you might just end up with one hell of a weapon. You just gotta go this way.

Push through the hallway doors and enter a trashed office at the end. You can see the Banoi Butcher **(7)** through a large office window. Open the door to the office where the Butcher has mutilated, we're guessing, his female lawyer.

The Butcher is wielding a large Machete. We suggest throwing weapons at his head before he gets close to you, or use Fury to take him out quickly. The Butcher is a human but is like fighting a weak Thug.

When you finish him off, take the Machete he drops. It's usually a very high-level weapon. Return to Angel **(3)** in the cafeteria to collect your reward: the awesome **Zed's Demise** sword.

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LOCKED ARMORY

REWARD
NA

QUEST GIVER
Kevin

DIFFICULTY
Hard

OBJECTIVES
Find a way to open Armory locked doors.
Grab a Master Key off a senior guard.
Get the Master Key to Kevin.
Protect Kevin.

FIND A WAY TO OPEN ARMORY LOCKED DOORS.

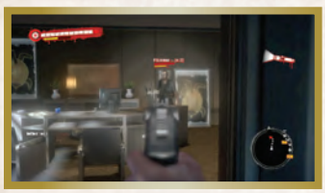
When you run into Kevin **(12)** at the locked armory doors during **Full Metal Jacket,** take the job so you can complete this Sidequest and continue your Main Quest.

GRAB A MASTER KEY OFF OF A SENIOR GUARD.

Talk to Kevin to take the job and then follow the minimap route back the way you came, past the police barricade and to the hallway where you found the last Fact (#39) on the floor. Open the now-unlocked door in this room and shoot or throw a weapon at the police inside.

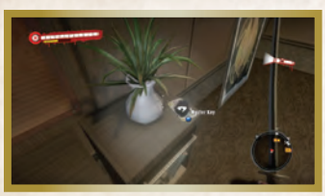
Senior Guard's Office

After defeating the two police officers in the office, enter and check out the weapon chest and other items in the room. Open the adjoining office door and shoot the senior guard down behind his desk.



Master Key

Enter the senior guard's office and slash the undead cop on the floor behind the desk before he jumps up and grabs you after you take the **Master Key** from the edge of the shelf. Rob the safe on the wall behind the desk, as well.

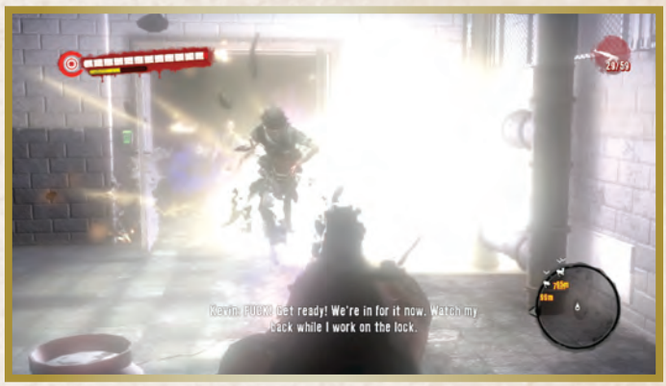


GET THE MASTER KEY TO KEVIN.

Return to Kevin **(12)** and give him the key. Begin throwing propane tanks at the locked door at the end of the hallway while Kevin works on the armory lock.

PROTECT KEVIN

If you pile propane tanks by the double doors at the end of the hallway you can shoot them from a safe distance when the doors open and release a room full of undead.



You can stagger propane tank placement to leave some closer to you to take out those that escape the first blast. The biggest threat is the Thug. Throw weapons at his head if the explosions don't do him in. Once all the red skull icons are gone from the minimap, go see Kevin in the now-unlocked armory.

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PAINFUL INSANITY

REWARD

3000 XP,
Exotic Double Blade

QUEST GIVER

Harland

DIFFICULTY

Medium

OBJECTIVES

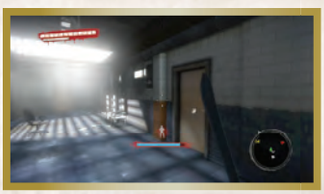
Get back to Harland.

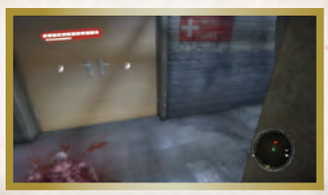
Get some Thorazine from the infirmary.

GET BACK TO HARLAND.

After completing **Full Metal Jacket,** you can accept a Sidequest from Harland **(13)**. He's in a corner next to the kitchen Titus is in. Accept this quest now. His big friend lying in the corner needs some Thorazine soon or he's going to be trouble.

A red pick-up hand icon appears on the minimap. If you try to locate this object on the first floor, you will fail. Use the stairwell **(16)** to reach the second floor. Enter the second door on the right (this one is now unlocked for this quest). Watch out for a nearby Infected attack when you open the door. Defeat the enemy or close the door on them and save them for later. Open the next group of three doors (very close to each other). The last set of doors has a sign painted on the wall: "Medical Supplies."





Medical Supply Room

Kill any undead in the room and find the Thorazine on a metal shelf on the south wall of the room. Before you leave to finish up this quest or continue another, make sure you find the ID Card in the same room.

ID CARD #088

Find this card on the computer desk in the medical supply room on the second floor, reached during **Painful Insanity.**

GET BACK TO HARLAND.

Return to Harland in the cafeteria and he'll reward you with Exotic Double Blade. This is a keeper. That does it for Sidequests in the game. That was the last one. Congratulations!

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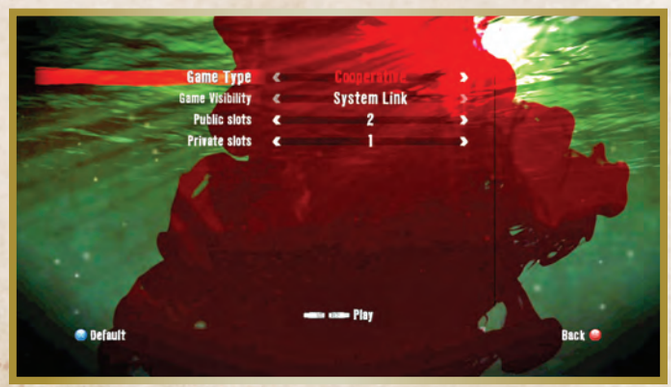
COOPERATIVE

You can explore Banoi and fight off the infected zombies by yourself, but the real fun is in the co-op game. Anytime during your game, you can open your world up to others. You can play through the story with up to three other players.

How to Play with Friends

From the main menu, select Online from Options. Now switch the Game Type from Single Player to Cooperative. This gives you a couple more options; Game Visibility, Public Slots, and Private Slots. Game Visibility shows how you are connected; either locally, Game Link for Xbox 360 or LAN for PlayStation 3, or online, Xbox Live or PlayStation Network.

Public Slots and Private Slots allow you to decide whether anyone can join (Public) or just invited players (Private). For example, if you want to invite one friend to your party of four, you would select one for Private Slots and two for Public Slots.



Now when you start your game, other connected players will be able to find your game by pausing and selecting Game Lobby. The joining player(s) must have a game with progress at least up to your current chapter. As each player selects your game from the lobby, they appear nearby. Now you can take on the Zombies as a group. You can only change between Single Player and Cooperative outside of the game, so be sure to have it set to Cooperative if you plan to plan with others.

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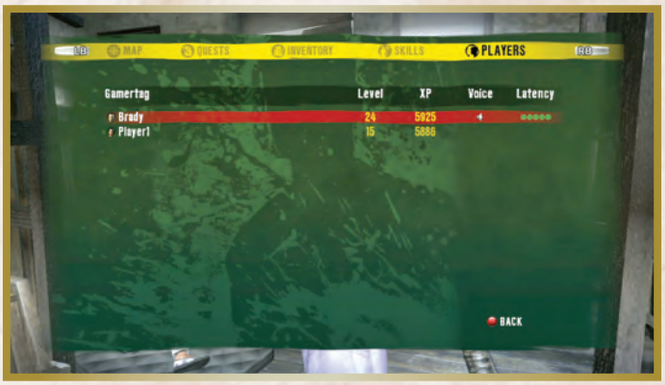
There is a in-game system in the game that can suggest a perfect match for co-op play. When you are online and get close to the location of someone else, a message pops up to let you know that you can join their game. Press Left on the d-pad to get in the game.

During a game, press Up to bring up your quests/inventory menu and select Players. Here you can see who is in your party, what their level is, and whether they have a headset. If there is a speaker icon under Voice, then that player is able to chat and hear anyone else with a headset.



If you are dropped from a Cooperative game, you are asked if you want to load the last checkpoint from single player. Select No to continue from where you are. When you are ready to call it quits, pause the game and select Drop Out. You will leave the group and end up by yourself nearby.

WARNING
You are playing alone. Do you want to load your last checkpoint from single player in order to continue your current story progress?
YES
NO

Stronger Enemies

The more people in the game, the tougher the enemies are, so it is a good idea to face them in a group. The health of each zombie is increased along with the damage they deal out. The following tables show how much each is increased with the number of players. The level of the enemies are based on the character level of the host player. So, if you are level 15 and you join a game where the host is level 25, the enemies are closer to 25.

ENEMY HEALTH	
# of Players	Enemy Health is Multiplied By
1	1
2	1.25
3	1.75
4	2.25

ENEMY DAMAGE	
# of Players	Enemy Health is Multiplied By
1	1
2	1.1
3	1.2
4	1.3

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Gaining Experience and Looting

Experience and skill points are gained just as they are in Single Player and it all contributes to upgrading your character. Cash and items that are picked up in the co-op game stay with your character.

In a Cooperative game, the enemies' levels are based off of the game host. Therefore, if you are much lower level than the zombies, you may not be able to help much. You don't get as much XP as the higher level players who are killing the enemies. Everyone gets full XP for completing the quests.

Items are available first come, first serve—once taken it is gone. If you picked up something that you decide you don't want, simply go into your inventory and drop it or trade with another player. Logan has two upgrades that effect the loot he finds. Scavenger gives him a better chance at finding weapons in great condition and Appraiser gives him a better chance at upgraded loot.

If Xian Mei has the Survival Medkit upgrade(s), let her have the Medkits. This makes them more effective. She can become the medic of the group.

For ammo, the obvious option to pick them up is Purna, since she is the expert. Though, anyone with a gun can pick up ammo that matches their weapon. It is automatically picked up with the correct gun. Purna's Providence upgrade gives her more ammo when looted.

Looted money is gained by all party members, so don't worry about who picks it up. Though, Sam B has an upgrade on his Survival Upgrade tree that increases the amount of money looted. Grab Money Magnet early on to increase your money.

Collectibles on the other hand must be picked up by each player. If someone picks up an ID Card, Tape, or other collectible, it disappears for that player. It remains available for everyone else to pick up, if they haven't gotten it in another playthrough.

Items within your inventory can be traded between players. Look at another player and an icon appears on him/her that says Invite To Trade. Press the indicated button to open a Trade screen. If you see an hourglass with the words Payer is Busy, you must wait for him/her to get out of the menu. Select which item(s) you wish to give, wait for the other player to select, and then accept the trade. Both players must press accept before the items are swapped.

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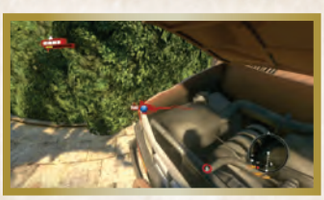
Questing

As you play in Cooperative mode, all players will get the same quests in their log. Side Quests can be picked by anyone and is automatically shared with others.

For Main Quests, when talking to an NPC, a red circle appears around your character. All players must be inside this circle to receive quests. Any players not inside get the opportunity to fast travel to the NPC. Everyone must also be near the Fast Travel map in order to use it.

You can follow any quest just as you would in single player. You can also see which quests the other players are following. An icon with their face on it shows up next to the quest they are following.

You may also notice a status icon for each player when moving around Banoi. This shows where they are in relation to you. If it turns red, that player is being attacked. Their health bar and name appear when you get in sight.



For quests that require collecting item(s), anyone can bring them back to the quest giver. When multiple items are needed, each person can turn in what they have until the quest objective is satisfied.

Rewards for completing a quest are given to all party members, but they may differ slightly from what others got—just like an item you receive in single player may differ a little each time you complete the same quest. You may get the opportunity to fast travel to the quest giver to get the reward immediately.

When Trading with NPCs or using storage and workbench, you don't need to wait for others to finish up. Every can use them at the same time. On the other hand, you must wait for players to get off of a ladder before using it.

Vehicles always have at least four open spots for players to sit. One person can select the driver's seat and the rest can simply ride along. Share in the driving as the driver will rack up more experience when taking down the zombies.

When a player is hurt or is taken down by a zombie, a first aid icon appears on that person. If you have a medkit, get close to the hurt player and press the indicated button to heal him/her. If nobody has a medkit or they wait too long, the downed player is resurrected elsewhere and is hit with a death penalty.

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Working with the Group

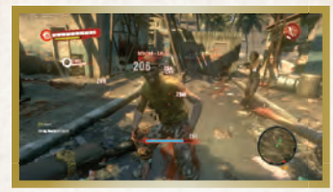
You will spend much of your time on Banoi fighting off Zombies up close with melee weapons, but there are some tactics you can use so you don't feel overwhelmed against the undead. Each character has a part to play if they are to survive.

Use the character's strengths to your advantage. Send Sam B in as the tank and let him absorb most of the blows. Give him the Decoy upgrade to keep their focus on him. Logan can toss weapons in from a distance before entering the fray.

Purna is an expert with firearms, but her real gift to the group is her auras. With several upgrades, her aura gives boosts to damage, force, handling, and durability for anyone nearby.

Try not to pull zombies from everywhere or you might end up with a pack too big to handle. Try to gang up on one enemy at a time, especially if is one of the tougher enemies such as the Thug, Floater, or Butcher.

Be careful when throwing a weapon as players can get in the way. Your weapon bounces off and lands on the ground. You also need to watch for other player's mod effects, such as fire or electricity. It hurts anyone who comes in contact, even your own team. If someone is damaging a downed enemy, you are unable to use the Stomp attack.



If you plan on playing a lot of Cooperative, try grabbing Upgrades that will help the group. Upgrades that increase money gained or give better looted weapons can benefit everyone. Purna's auras greatly benefit any group.

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Etiquette

To be the type of player that others want to play with, just remember one thing; don't be a jerk. Here are a few things to keep in mind when playing with others:

- Help out with the fighting. Don't run around collecting items while others bust their butts in battle.
- Share items equally.
- Don't grab someone else's thrown weapon unless he says he doesn't want it anymore.
- If you find an item that you can't use, whether it is a weapon or a constituent part, let someone else have a crack at it. If nobody wants it, then take it.
- Make sure there isn't another party member who is hurting more than you before you grab a lone first aid item.
- Share in the quest responsibilities and legwork of the quests.
- Try to keep it polite when using a microphone. Don't swear and turn down your music.
- Let your party know when you are done before dropping out.

CHALLENGES

Two challenges are earned exclusively in Cooperative mode.

CHALLENGE	HOW TO COMPLETE
Socialite	Spend 1/5/10/25 hours playing online co-op
Trust me, I'm a doctor	Revive a teammate 15/50/100/250 times.

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CRAFTING

On the island of Banoi you come across numerous tables where you can repair your current weapons and upgrade them to improve their base stats. By helping out survivors and completing the quests they give you, you are sometimes rewarded with Blueprints. Rarely you can also find Blueprints in hidden locations. These extremely useful items make it possible for you to craft new weapons to fight against the undead menace.

REPAIR

Every time you bash, stab, slice or bludgeon an enemy to death your weapons get damaged. This damage is represented on your weapon by a bar circling it. The lower this bar gets the less effective your weapon is in doing damage and the more expensive it is to repair. Try not to let your weapons get to zero durability. Some of them can be destroyed and others do so little damage that it is pointless to have them equipped. Be sure to keep your strong weapons in good condition by repairing them often or switching to other weapons when necessary.

UPGRADE

Sometimes you come across a weapon you just love to use while eliminating the undead, or maybe you created a new weapon and just can't part with it yet. If this is the case then the Upgrade section of the Crafting table is for you!

When you access the crafting table, the list on the left shows every weapon you currently have in your inventory. Items that are eligible for upgrade are marked by a row of white circles. All weapons start with one filled circle and can be upgraded a maximum of three times, indicated by a filled white circle for each upgrade. The information on the right lets you know how the upgrade affects the Damage, Force and Durability of the weapon. Upgrades can be expensive depending on the level of the item so only upgrade items you know you are going to hang on to for a while.

JUST LIKE NEW

Weapons must be fully repaired before you can upgrade them. So factor in this cost when deciding which weapons you can afford to upgrade.

CREATE

Once you obtain some Blueprints you are ready to start creating your own modifications and weapons. Weapons you create from Blueprints are generally better than any weapon you find just laying around. You can learn to create ammo, bombs, melee weapons and firearms. To craft an item, first look at the Blueprint of the item you want to create. Then make sure you have the base item it needs (if it requires one) then check to see if you have all the parts necessary to make it. Everything you have is highlighted green. If you are missing components they are highlighted in red. The last thing to check is to see if you have enough money, as each creation has a cost. Once you have everything required head to a crafting table, select the mod then the item you want to create. Finally just hit the create button and the new item is placed into your inventory, ready for use.

EFFECTS

Any weapon with a special effect, such as Poison, Fire, Shock, or Bleed, does a very small amount of extra effect damage when it hits normally. On critical hits, the effect persists for a few seconds, causing massive damage of the effect type over time.

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BLUEPRINTS

The following tables give you all the information you need to craft items using the blueprints you find in game.

MELEE MODS

BLEEDING MODS

NAIL'D MOD

Thanks to a couple of nails you'll turn any kind of wooden club into a deadly mace. Just follow the instructions below and you will have a chance to put holes in many human flesh mongers.

Cost	Parts Needed	Effect(s)
$200	Nails x2	[Bleed]x1, [Crit]+4%

Base Item Needed

Baseball Bat, Big Baseball Bat, Stick, Wooden Baton, Tonfa, Cudgel, Kanabo, Home Run, Blunt Speaker, Bouncer's Pal

NUTS & BOLTS MOD

If you're in possession of several large, heavy bolts and a sturdy club (ideally a metal one) then you will be able to assemble a mace that will come in handy. A blow with this appliance should be a painful experience for whoever is at the business end of it…

Cost	Parts Needed	Effect(s)
$200	Bolts x2	[Bleed]x1, [Crit]+4%

Base Item Needed

Metal Baseball Bat, Police Baton, Metal Baton, Heavy Baton

BARBED WIRE MOD

Here is a simple way to use the barbed wire as an addition to various types of clubs. Thanks to that easy procedure you'll be able to seriously mutilate anyone unlucky enough to be wounded with it.

Cost	Parts Needed	Effect(s)
$200	Barbed Wire x2	[Bleed]x1, [Crit]+4%

Base Item Needed

Baseball Bat, Big Baseball Bat, Metal Baseball Bat, Stick, Wooden Baton, Tonfa, Heavy Baton, Metal Baton, Police Baton, Cudgel, Flanged Mace, Exotic Mace, Kanabo, Metal Kanabo, Hanbo, Home Run, Blunt Speaker

GLAZED MOD

The idea is straight. Grab a stick and wrap a rag around it. Add some glue and most importantly—broken glass. A guy hit with that thing will bleed like a slaughtered piglet. Just be careful not to cut yourself with the glass shards when you are gluing them to the rag.

Cost	Parts Needed	Effect(s)
$400 $400	Glue x2, Rag x2	[Bleed]x2, [Crit]+4%

Base Item Needed

Baseball Bat, Big Baseball bat, Metal Baseball Bat, Stick, Wooden Baton, Tonfa, Heavy Baton, Metal Baton, Police Baton, Kanabo, Metal Kanabo, Home Run, Blunt Speaker

SAW DISC AXE MOD

Follow my instructions carefully. I know it may sound complicated, but in the end you'll be rewarded with a vicious weapon that will allow you to slaughter the undead like helpless cattle.

Cost	Parts Needed	Effect(s)
$1000	Circular Blade x1, Bolts x2, Steel Rod x1, Clamp x2	[Bleed]x4, [Crit]+6%

Base Item Needed

Baseball Bat, Big Baseball Bat, Kanabo, Hanbo, Home Run, Blunt Speaker

RAZOR MOD

Provided you can find some sharp pieces of iron and some bolts you'll be able to turn most of the clubs into a killer mace straight from the darkness of the Middle Ages. Bountiful bleeding guaranteed!

Cost	Parts Needed	Effect(s)
$600	Blade x2, Bolts x3, Metal Scrap x2	[Bleed]x3, [Crit]+4%

Base Item Needed

Baseball Bat, Big Baseball Bat, Metal Baseball Bat, Stick, Wooden Baton, Tonfa, Heavy Baton, Metal Baton, Police Baton, Kanabo, Metal Kanabo, Hanbo, Home Run, Blunt Speaker

SLASH MOD

Blades mounted horizontally on a club will turn it into a weapon causing so much bleeding you'll need protective goggles to keep your eyes safe from all the gore spurting out of your enemies

Cost	Parts Needed	Effect(s)
$600	Blade x2, Bolts x3, Metal Scrap x2	[Bleed]x3, [Crit}+4%

Base Item Needed

Baseball Bat, Big Baseball Bat, Metal Baseball Bat, Stick, Wooden Baton, Tonfa, Kanabo, Hanbo, Home Run, Blunt Speaker

RIPPER MOD

Would you look at that—a baseball bat, a circular saw and a motor; all combined into a killer tool of doom! If you make it the right way you will be able to start massacring those lousy living dead.

Cost	Parts Needed	Effect(s)
$100	Duct Tape x2, Wire x2, Belt x1, Large Battery x1, Circular Blade x1, Metal Scrap x2	[Bleed]x1, [Crit]+5%

Base Item Needed

Baseball Bat, Home Run, Blunt Speaker, Bouncer's Pal

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CRITICAL MODS

WEIGHTED MOD

Look through the manual I prepared and you will learn how to quickly and easily make your weapon into a strong crushing tool. More crushing than it already was, that is…

Cost	Parts Needed	Effect(s)
$200	Weight Plate x1, Clamp x2	[Crit]+4%

Base Item Needed

Hammer, Nail Hammer, Heavy Hammer, Sledgehammer, Construction Hammer, Maul, Pickaxe, Crowbar, Hanbo, Ban, M.C., Pick of Destiny, Gabriel's Sledgehammer

HEAVY MOD

Weight is the foundation—I've always said this—especially in the case of blunt weapons. By means of a simple trick (that I describe below) you can make your darling crush the skulls of those maniacs like putrid water melons.

Cost	Parts Needed	Effect(s)
$400	Weight Plate x1, Gears x1, Clamp x2	[Crit]+4%

Base Item Needed

Hammer, Nail Hammer, Heavy Hammer, Sledgehammer, Constructional Hammer, Maul, Pickaxe, Crowbar, Hanbo, Ban, M.C., Pick of Destiny, Gabriel's Sledgehammer

PIRANHA MOD

I designed (and was even able to test in action) a clever tool to exterminate these monsters plaguing our beautiful island. Well, it will require collecting several special elements to be combined into a one deadly whole that—provided you are strong enough—will allow you to survive the darkest hour.

Cost	Parts Needed	Effect(s)
$600	Weight Plate x1, Gears x1, Blade x1, Clamp x2	[Crit]+4%

Base Item Needed

Sledgehammer, Constructional Hammer, Maul, Pickaxe, Gabriel's Sledgehammer, Pick of Destiny

SHARK MOD

This thing I managed to compile…is a dream of every homegrown designer with killer inclinations (or rather every murderer with an affinity to DIY). As God is my witness, I wished you didn't have to use that toy but it's out of my hands. Using it will turn those bastards into bloody scraps.

Cost	Parts Needed	Effect(s)
$1000	Weight Plate x1, Gears x1, Metal Scraps x2, Clamp x2, Blade x3	[Crit]+6%

Base Item Needed

Sledgehammer, Constructional Hammer, Maul, Gabriel's Sledgehammer

FIRE MODS

TORCH MOD

Do you know how a torch works? Below you'll find a simple way to make one. If you get a good strike in on one of those bloodthirsty madmen, he'll light up like a Roman candle. Plus, it's always an additional source of light for the darkest hour…

Cost	Parts Needed	Effect(s)
$400	Rag x2, Glue x2, Gas for Lighter x2	[Fire]x1, [Crit]+4%

Base Item Needed

Baseball Bat, Police Baton, Metal Baton, Heavy Baton, Big Baseball Bat, Metal Baseball Bat, Stick, Wooden Baton, Tonfa, Cudgel, Exotic Mace, Kanabo, Metal Kanabo, Blunt Speaker, Home Run, Bouncer's Pal

RED HOT BLADE MOD

While it is true that it's usually very warm on the island, and recently the climate is exceptionally hot, I decided to up the temperature even more. The idea to build this device came to me when I was boiling water using the heater. The effect comes in the shape of a red hot blade that will warm up even a cold, dead body. Try it out yourself.

Cost	Parts Needed	Effect(s)
$100	Duct Tape x2, Wire x2, Battery x1, Belt x1, Large Battery x1, Metal Scrap x1	[Fire]x1, [Crit]+5%

Base Item Needed

Machete, The Machete, Bushmaster

PHOENIX MOD

This may seem ironic but I developed a way to transform a fire axe into a weapon that sets the enemies on fire! Embed it deep into the rotting body of a walking enemy and you'll turn it into a walking column of fire. Made well, this can be a really deadly weapon.

Cost	Parts Needed	Effect(s)
$1000	Barbed Wire x1, Wire x2, Large Battery x2, Steel Rod x2, Belt x1, Duct Tape x3, Flares x1	[Fire]x2, [Crit]+6%

Base Item Needed

Big Splitting Axe, Big Universal Axe, Fire Axe, Viking of the South

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IMPACT MODS

IMPACT MOD

Have you ever prepared escalopes? Did you happen to pound the meat with an electrocution hammer? You will have a chance now, provided you manage to put together such a tool in the way I described in the instructions below. It works!

Cost	Parts Needed	Effect(s)
$200	Duct Tape x2, Wire x2, Battery x2	[Shock]x1, [Crit]+4%

Base Item Needed

Hammer, Baseball Bat, Nail Hammer, Heavy Hammer, Police Baton, Metal Baton, Heavy Baton, Big Baseball Bat, Metal Baseball Bat, Stick, Wooden Baton, Tonfa, Wrench, Heavy Wrench, Pickaxe, Mace, Cudgel, Morning Star, Flanged Mace, Heavy Morning Star, Exotic Mace, Italian Plumber, Pick of Destiny, Blunt Speaker, Home Run, Ban, M.C. Bouncer's Pal

LIGHTNING MOD

What you've got here is a relatively simple way to turn a blunt tool into a percussive weapon. An electrified hammer or some club will make them rotting freaks jump back after every blow as if hit by a train.

Cost	Parts Needed	Effect(s)
$400	Duct Tape x2, Wire x2, Battery x3, Metal Scrap x2	[Shock]x2, [Crit]+4%

Base Item Needed

Hammer, Baseball Bat, Sledgehammer, Nail Hammer, Heavy Hammer, Police Baton, Metal Baton, Heavy Baton, Big Baseball Bat, Metal Baseball Bat, Stick, Wooden Baton, Tonfa, Wrench, Heavy Wrench, Constructional Hammer, Maul, Pickaxe, Crowbar, Mace, Cudgel, Morning Star, Flanged Mace, Heavy Morning Star, Exotic Mace, Kanabo, Metal Kanabo, Italian Plumber, Gabriel's Sledgehammer, Pick of Destiny, Blunt Speaker, Home Run, Ban, M.C., Bouncer's Pal

MAGIC WAND MOD

I'm a wizard! I figured out how to make a real magic (oh fine, electric) wand that will knock those monsters down with a single swat. Try to do everything as described in the instructions and—if you don't electrify yourself—you'll topple the enemies like a freakin' sorcerer.

Cost	Parts Needed	Effect(s)
$600	Duct Tape x3, Wire x3, Large Battery x2, Phone x2, Electronic Scrap x2	[Shock]x3, [Crit]+4%

Base Item Needed

Sledgehammer, Police Baton, Metal Baton, Heavy Baton, Constructional Hammer, Maul, Pickaxe, Crowbar, Mace, Cudgel, Morning Star, Flanged Mace, Heavy Morning Star, Exotic Mace, Kanabo, Metal Kanabo, Gabriel's Sledgehammer, Pick of Destiny

TESLA MOD

Do you happen to have a useless phone on you? If not, get one, a sledgehammer (and some other things) and assemble them all together. The weapon you'll get will literally toss your enemies into the air. If only you had enough stamina in these hands of yours to make a meaningful swing with it…

Cost	Parts Needed	Effect(s)
$1000	Duct Tape x3, Wire x3, Large Battery x3, Phone x2, Belt x2, Engine Parts x1	[Shock]x4, [Crit]+6%

Base Item Needed

Sledgehammer, Constructional Hammer, Maul, Gabriel's Sledgehammer

POISON MODS

PARALYZING STRIKE MOD

Okay if you want a weapon that will make the creature wounded puke his guts out, follow the instructions in my notes. The assembly shouldn't be too difficult provided you gather the right components. Good luck.

Cost	Parts Needed	Effect(s)
$200	Oleander x2, Detergent x2	[Poison]x1, [Crit]+4%

Base Item Needed

Machete, Axe, Two-Handed Axe, Cleaver, Sickle, Knife, Tanto, Wakizashi, Katana, Double Blade, Reaper, The Machete, Zed's Demise, Viking of the South, Master Chef, Bushmaster, Banisher, Eviscerator, Assassin's Greed

VENOM MOD

You will need various seaweeds and plants, and detergents. Well, you'll also need a bladed weapon you can use it with. A poisoned blade is always better than an untainted one, I know a thing or two about it…just make sure you follow the procedure carefully.

Cost	Parts Needed	Effect(s)
$400	Oleander x2, Detergent x2, Algae x2, Flexible Hose x2	[Poison]x2, [Crit]+4%

Base Item Needed

Machete, Axe, Two-Handed Axe, Cleaver, Sickle, Knife, Tanto, Wakizashi, Katana, Double Blade, Reaper, The Machete, Zed's Demise, Viking of the South, Master Chef, Bushmaster, Banisher, Eviscerator, Assassin's Greed

TOXIC MOD

Try and use the flesh of those exploding poor things according to the given recipe (you will need to obtain several more things, which should not cause you a big deal of trouble) and you will get a venomous weapon that will make sending all these half—dead wretches to their graves all that easier.

Cost	Parts Needed	Effect(s)
$600	Oleander x3, Detergent x3, Suicider Meat x2, Lemon Juice x2, Flexible Hose x2	[Poison]x3, [Crit]+4%

Base Item Needed

Machete, Axe, Two-Handed Axe, Cleaver, Sickle, Knife, Tanto, Wakizashi, Katana, Double Blade, Reaper, The Machete, Zed's Demise, Viking of the South, Master Chef, Bushmaster, Banisher, Eviscerator, Assassin's Greed

DEATHSTALKER MOD

I developed a simple poison that can turn a sharp weapon into something that will make the undead spew out their internal organs. A sight to see, believe you me. All you have to do is follow the guidelines below.

Cost	Parts Needed	Effect(s)
$1000	Oleander x3, Detergent x3, Floater Meat x2, Soap x2, Flexible Hose x2, Stingray Tail x1	[Poison]x4, [Crit]+6%

Base Item Needed

Machete, Axe, Two-Handed Axe, Cleaver, Sickle, Knife, Tanto, Wakizashi, Katana, Double Blade, Reaper, The Machete, Zed's Demise, Viking of the South, Master Chef, Bushmaster, Banisher, Eviscerator, Assassin's Greed

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SHOCK MODS

SHOCK MOD

I found that a piece of blade and some electricity is enough to stun one undead. All you have to do is use insulating tape to stick a battery and some wires to a shiv and…voila!—we've got a fancy toy.

Cost	Parts Needed	Effect(s)
$200	Duct Tape x2, Wire x2, Battery x2	[Shock]x1, [Crit]+4%

Base Item Needed

Machete, Axe, Two-Handed Axe, Sickle, Wakizashi, Katana, Tanto, Cane Knife, Sugar Cane Knife, Exotic Cane Knife, Zed's Demise, The Machete, Viking of the South, Bushmaster, Banisher, Eviscerator

HIGH VOLTAGE MOD

As my papa used to say—the only thing better than a battery are two batteries. And two batteries fastened to a solid blade should give quite a shock to any living corpse. Tried and tested!

Cost	Parts Needed	Effect(s)
$400	Duct Tape x2, Wire x2, Battery x3, Electronic Scrap x2	[Shock]x2, [Crit]+4%

Base Item Needed

Machete, Axe, Two-Handed Axe, Sickle, Wakizashi, Katana, Tanto, Cane Knife, Sugar Cane Knife, Exotic Cane Knife, Zed's Demise, The Machete, Viking of the South, Bushmaster, Banisher, Eviscerator

SHORT-CIRCUIT MOD

A high dose of electricity running through a well-sharpened piece of metal is—as it turns out—a really good way to give those undead things a serious reason for epileptic dance routines. Follow the instructions below and you won't regret it…

Cost	Parts Needed	Effect(s)
$600	Duct Tape x3, Wire x3, Large Battery x2, Magnet x2, Electronic Scrap x2	[Shock]x3, [Crit]+4%

Base Item Needed

Machete, Axe, Two-Handed Axe, Sickle, Wakizashi, Katana, Tanto, Cane Knife, Sugar Cane Knife, Exotic Cane Knife, Zed's Demise, The Machete, Viking of the South, Bushmaster, Banisher, Eviscerator

OLD SMOKY MOD

I figured out a way to administer to those rotting crazies a dose of electrocution they will not soon forget…if they're capable of remembering anything in the first place. I made a list of several required elements; all you need to do is put them together with a sound machete and you'll get a really awesome spark-crackling shiv.

Cost	Parts Needed	Effect(s)
$1000	Duct Tape x3, Wire x3, LP4000 Battery x1, Magnet x2, Belt x2, Blade x2	[Shock]x4, [Crit]+6%

Base Item Needed

Machete, The Machete, Bushmaster

FIREARM MODS

EXPLOSIVE MODS

PRIDE GUN MOD

Follow my method and you can turn your gun into something even more explosive. Just try not to make any mistakes while putting it together, as it may be the last mistake you ever make.

Cost	Parts Needed	Effect(s)
$1200	Deodorant x2, Metal Scrap x2, Wire x2, Gas for Lighter x2	[Shock]x1, [Crit]+2%

Base Item Needed

Pistol, McCall's 9mm, Heavy Pistol

PRIDE RIFLE MOD

If you carefully follow the instructions provided below you will be able to turn your rifle into an zombie kicking tool!

Cost	Parts Needed	Effect(s)
$2400	Deodorant x2, Metal Scrap x2, Wire x2, Gas for Lighter x2	[Shock]x1, [Crit]+1%

Base Item Needed

Auto Rifle, Single Shot Rifle, Burst Rifle, Defender of the Motherland

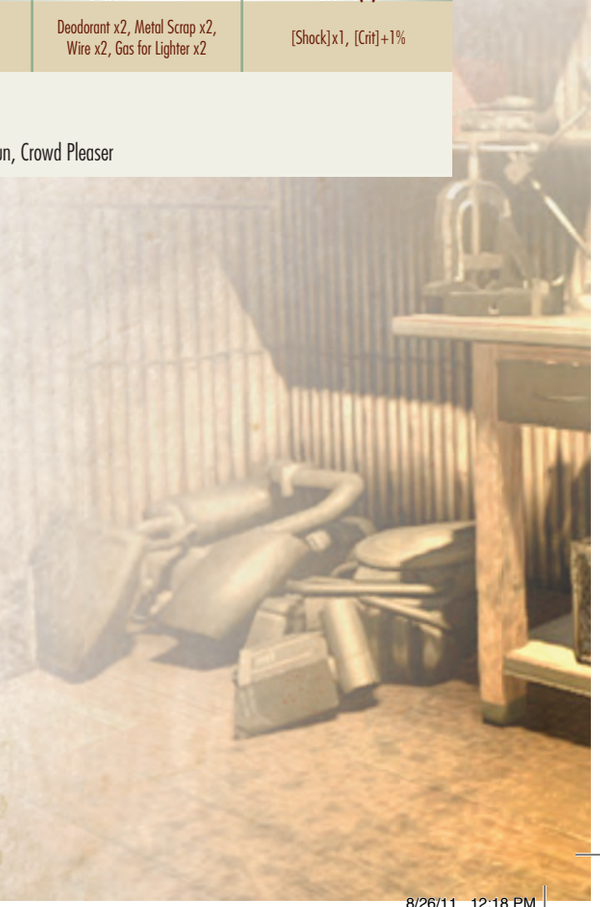
PRIDE SHOTGUN MOD

If you want to make your shotgun even more effective, carefully read the instructions I prepared below.

Cost	Parts Needed	Effect(s)
$2400	Deodorant x2, Metal Scrap x2, Wire x2, Gas for Lighter x2	[Shock]x1, [Crit]+1%

Base Item Needed

Shotgun, Short Shotgun, Crowd Pleaser



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FIRE MODS

STRIKER GUN MOD

The instructions below turn a handgun into a small flame-thrower…or something of the like. In any case, if you put enough effort into creating it you'll be able to set fire to the marauders you meet. Good luck!

Cost	Parts Needed	Effect(s)
$600	Gas for Lighter x2, Metal Scrap x2, Glue x2, Detergent x2	[Fire]x1, [Crit]+2%

Base Item Needed

Pistol, McCall's 9mm, Heavy Pistol

STRIKER RIFLE MOD

If you want to experience truly blazing fun with your rifle, take advantage of my idea. Step by step you'll turn your gun into a portable dragon.

Cost	Parts Needed	Effect(s)
$1200	Gas for Lighter x2, Metal Scrap x2, Glue x2, Detergent x2	[Fire]x1, [Crit]+1%

Base Item Needed

Auto Rifle, Single Shot Rifle, Burst Rifle, Defender of the Motherland

STRIKER SHOTGUN MOD

The method I developed can make a specifically-tweaked shotgun simply spit fire! Follow the instructions and check out the invention in action yourself.

Cost	Parts Needed	Effect(s)
$1200	Gas for Lighter x2, Metal Scrap x2, Glue x2, Detergent x2	

Base Item Needed

Shotgun, Short Shotgun, Crowd Pleaser

POISON MODS

DETOX GUN MOD

A gun that can poison the enemy? I worked out a way to achieve that and tested its effectiveness. You'll find the detailed recipe below. If you get it to work, you will gain a truly useful weapon.

Cost	Parts Needed	Effect(s)
$600	Oleander x2, Metal Scrap x2, Detergent x2, Flexible Hose x1	[Poison]x1, [Crit]+2%

Base Item Needed

Pistol, McCall's 9mm, Heavy Pistol

DETOX RIFLE MOD

A highly poisonous plant and a couple of other ingredients will turn your rifle into the modern equivalent of a bow that fires poisoned arrows. Follow my instructions for a very effective weapon.

Cost	Parts Needed	Effect(s)
$1200	Oleander x2, Metal Scrap x2, Detergent x2, Flexible Hose x1	[Poison]x1, [Crit]+1%

Base Item Needed

Auto Rifle, Single Shot Rifle, Burst Rifle, Defender of the Motherland

DETOX SHOTGUN MOD

Below you'll find the instructions to my new invention: a shotgun that will poison every single undead who catches a little bit of buckshot. While they're puking their guts out, you can reload.

Cost	Parts Needed	Effect(s)
$1200	Oleander x2, Metal Scrap x2, Detergent x2, Flexible Hose x1	[Poison]x1, [Crit]+1%

Base Item Needed

Shogun, Short Shotgun, Crowd Pleaser

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SHOCK MODS

SHOCK GUN MOD

This gun will stupefy every undead out there when you test its improved effect on them. It will literally strike them with electricity. The recipe below is, all in all, pretty simple—check it out yourself and give it a try.

Cost	Parts Needed	Effect(s)
$600	Battery x2, Metal Scrap x2, Magnet x2	[Shock]x1, [Crit]+2%

Base Item Needed

Pistol, McCall's 9mm, Heavy Pistol

SHOCK RIFLE MOD

I made something up that I don't have a name for yet…maybe and electric rifle? I don't know about that….But getting to the point—a weapon modified this way is capable of electrocuting in addition to dealing the usual damage. I strongly advise to make use of it if you want to deal with the zombie plague more effectively.

Cost	Parts Needed	Effect(s)
$1200	Battery x2, Metal Scrap x2, Magnet x2	[Shock]x1, [Crit]+1%

Base Item Needed

Auto Rifle, Single Shot Rifle, Burst Rifle, Defender of the Motherland

SHOCK SHOTGUN MOD

Read the below instructions carefully, they will teach you how to make your gun not only spread clouds of pellets but also electrocute those who stand in your way. There's no need to thank me…

Cost	Parts Needed	Effect(s)
$1200	Battery x2, Metal Scrap x2, Magnet x2	[Shock]x1, [Crit]+1%

Base Item Needed

Shotgun, Short Shotgun, Crowd Pleaser

AMMO MODS

PISTOL AMMO

Below I wrote down a relatively easy way to create pistol ammo. It really requires little effort and the effect is more than worth it.

Cost	Parts Needed	Effect(s)
$250	Metal Scrap x2, Detergent x1	None

Base Item Needed

None

RIFLE AMMO

I would like to share the knowledge I gained years ago and that unfortunately may have vital application under the current circumstances. The notes you will find below will allow you to create rifle rounds. I'm aware that you probably won't find much of it on the island but still…

Cost	Parts Needed	Effect(s)
$750	Metal Scrap x2, Detergent x1	None

Base Item Needed

None

SHOTGUN AMMO

Manufacture your own shotgun ammo using the guidelines I provide. It's simple, and under the current circumstances, undoubtedly necessary.

Cost	Parts Needed	Effect(s)
$500	Metal Scrap x2, Detergent x1	None

Base Item Needed

None

THROWN MODS

DEO-BOMB

Combine together a couple of deodorants in the way I described and you will have in your hands a homemade bomb. Just make sure that the deodorant bottles are not empty!

Cost	Parts Needed	Effect(s)
$50	Deodorant x2, Duct Tape x1	None

Base Item Needed

None

EXPLODING MEAT

Warning, this is not a cooking recipe! A piece of carcass wired with explosives can save your life. If you are not one of those fanatic vegetarians you can certainly manage it. Remember to fasten the explosives tight to the flesh so that the whole thing doesn't fall apart too early.

Cost	Parts Needed	Effect(s)
$50	Meat Bait x1, Duct Tape x1, Wire x1, Battery x1, Wrist Watch x1, Detergent x1	None

Base Item Needed

None

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MOLOTOV

Here's an easy recipe for a simple incendiary device. A bottle of booze and a rag are all you need to turn any enemy from rare to well-done. Easy as pie as long as you don't accidentally barbecue yourself.

Cost	Parts Needed	Effect(s)
$50	Alcohol x2, Rag x1	None

Base Item Needed

None

POISON BOMB

I prepared a relatively easy to construct bomb that spreads a poisonous substance, that will bring upon the unlucky affected a literal puke fest. Just remember not to stand windward when using it!

Cost	Parts Needed	Effect(s)
$50	Duct Tape x1, Wire x1, Battery x1, Metal Scrap x2, Wrist Watch	None

Base Item Needed

None

SHOCK BOMB

Read carefully through the instructions below and then try to recreate in practice the device it describes. You will be dealing with electricity so remain extremely cautious while working on this. The effect of your effort should come as a bomb of a specific type whose effectiveness will be striking…literally and figuratively speaking.

Cost	Parts Needed	Effect(s)
$50	Duct Tape x1, Wire x1, Battery x1	None

Base Item Needed

None

STICKY BOMB MOD

A knife you can throw and an explosive to attach to it is really the only thing you need to make a sticky-grenade. Make a couple of these toys following the instructions; just remember to aim well.

Cost	Parts Needed	Effect(s)
$50	Detergent x1, Wire x1, Duct Tape x1, Wrist Watch x1	[Explosion]x2

Base Item Needed

Kitchen Knife, Homemade Knife, Knife, Wicked Knife, Diving Knife, Military Knife, Assassin's Greed

STUN BOMB

Would you like to have the ability to knock down several guys at a time? Man do I have something for you—a recipe for a homemade stun bomb! See the details below…

Cost	Parts Needed	Effect(s)
$50	Duct Tape x1, Wire x1, Battery x1, Deodorant x2, Wrist Watch x1	None

Base Item Needed

None

TESLA BOMB KNIFE MOD

Below I describe a way to turn a knife into an electric grenade. You throw this contraption at the walking dead, the blade plunges into their rotting flesh, and at the same time releases an electric charge that will strike anyone around. I should get the Noble prize for this invention!

Cost	Parts Needed	Effect(s)
$50	Duct Tape x1, Wire x1, Large Battery x2, Nails x1	[Shock]x1

Base Item Needed

Knife, Assassin's Greed

SONIC PULSE GRENADE

According to my observations the brains of those ubiquitous damned still remain active, although in quite a peculiar way. One can take advantage of this by adjusting their brain wave frequencies using my invention. The effect? You'll see for yourself. I promise it will be…explosive.

Cost	Parts Needed	Effect(s)
$50	Duct Tape x2, Wire x1, Electronic Scrap x2, Phone x1, Large Battery x2	None

Base Item Needed

None

MEAT BAIT

Okay, now I know this sounds disgusting, but hear me out. A jar filled with flesh can be used to bait the walking dead. Throw it hard and when it shatters the undead will gather around it like vultures over a rotting carcass.

Cost	Parts Needed	Effect(s)
$50	Meat x3, Duct Tape x1	None

Base Item Needed

None

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CRAFTING

On the island of Banoi you come across numerous tables where you can repair your current weapons and upgrade them to improve their base stats. By helping out survivors and completing the quests they give you, you are sometimes rewarded with Blueprints. Rarely you can also find Blueprints in hidden locations. These extremely useful items make it possible for you to craft new weapons to fight against the undead menace.

REPAIR

Every time you bash, stab, slice or bludgeon an enemy to death your weapons get damaged. This damage is represented on your weapon by a bar circling it. The lower this bar gets the less effective your weapon is in doing damage and the more expensive it is to repair. Try not to let your weapons get to zero durability. Some of them can be destroyed and others do so little damage that it is pointless to have them equipped. Be sure to keep your strong weapons in good condition by repairing them often or switching to other weapons when necessary.

UPGRADE

Sometimes you come across a weapon you just love to use while eliminating the undead, or maybe you created a new weapon and just can't part with it yet. If this is the case then the Upgrade section of the Crafting table is for you!

When you access the crafting table, the list on the left shows every weapon you currently have in your inventory. Items that are eligible for upgrade are marked by a row of white circles. All weapons start with one filled circle and can be upgraded a maximum of three times, indicated by a filled white circle for each upgrade. The information on the right lets you know how the upgrade affects the Damage, Force and Durability of the weapon. Upgrades can be expensive depending on the level of the item so only upgrade items you know you are going to hang on to for a while.

JUST LIKE NEW

Weapons must be fully repaired before you can upgrade them. So factor in this cost when deciding which weapons you can afford to upgrade.

CREATE

Once you obtain some Blueprints you are ready to start creating your own modifications and weapons. Weapons you create from Blueprints are generally better than any weapon you find just laying around. You can learn to create ammo, bombs, melee weapons and firearms. To craft an item, first look at the Blueprint of the item you want to create. Then make sure you have the base item it needs (if it requires one) then check to see if you have all the parts necessary to make it. Everything you have is highlighted green. If you are missing components they are highlighted in red. The last thing to check is to see if you have enough money, as each creation has a cost. Once you have everything required head to a crafting table, select the mod then the item you want to create. Finally just hit the create button and the new item is placed into your inventory, ready for use.

EFFECTS

Any weapon with a special effect, such as Poison, Fire, Shock, or Bleed, does a very small amount of extra effect damage when it hits normally. On critical hits, the effect persists for a few seconds, causing massive damage of the effect type over time.

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BLUEPRINTS

The following tables give you all the information you need to craft items using the blueprints you find in game.

MELEE MODS

BLEEDING MODS

NAIL'D MOD

Thanks to a couple of nails you'll turn any kind of wooden club into a deadly mace. Just follow the instructions below and you will have a chance to put holes in many human flesh mongers.

Cost	Parts Needed	Effect(s)
$200	Nails x2	[Bleed]x1, [Crit]+4%

Base Item Needed

Baseball Bat, Big Baseball Bat, Stick, Wooden Baton, Tonfa, Cudgel, Kanabo, Home Run, Blunt Speaker, Bouncer's Pal

NUTS & BOLTS MOD

If you're in possession of several large, heavy bolts and a sturdy club (ideally a metal one) then you will be able to assemble a mace that will come in handy. A blow with this appliance should be a painful experience for whoever is at the business end of it…

Cost	Parts Needed	Effect(s)
$200	Bolts x2	[Bleed]x1, [Crit]+4%

Base Item Needed

Metal Baseball Bat, Police Baton, Metal Baton, Heavy Baton

BARBED WIRE MOD

Here is a simple way to use the barbed wire as an addition to various types of clubs. Thanks to that easy procedure you'll be able to seriously mutilate anyone unlucky enough to be wounded with it.

Cost	Parts Needed	Effect(s)
$200	Barbed Wire x2	[Bleed]x1, [Crit]+4%

Base Item Needed

Baseball Bat, Big Baseball Bat, Metal Baseball Bat, Stick, Wooden Baton, Tonfa, Heavy Baton, Metal Baton, Police Baton, Cudgel, Flanged Mace, Exotic Mace, Kanabo, Metal Kanabo, Hanbo, Home Run, Blunt Speaker

GLAZED MOD

The idea is straight. Grab a stick and wrap a rag around it. Add some glue and most importantly—broken glass. A guy hit with that thing will bleed like a slaughtered piglet. Just be careful not to cut yourself with the glass shards when you are gluing them to the rag.

Cost	Parts Needed	Effect(s)
$400 $400	Glue x2, Rag x2	[Bleed]x2, [Crit]+4%

Base Item Needed

Baseball Bat, Big Baseball bat, Metal Baseball Bat, Stick, Wooden Baton, Tonfa, Heavy Baton, Metal Baton, Police Baton, Kanabo, Metal Kanabo, Home Run, Blunt Speaker

SAW DISC AXE MOD

Follow my instructions carefully. I know it may sound complicated, but in the end you'll be rewarded with a vicious weapon that will allow you to slaughter the undead like helpless cattle.

Cost	Parts Needed	Effect(s)
$1000	Circular Blade x1, Bolts x2, Steel Rod x1, Clamp x2	[Bleed]x4, [Crit]+6%

Base Item Needed

Baseball Bat, Big Baseball Bat, Kanabo, Hanbo, Home Run, Blunt Speaker

RAZOR MOD

Provided you can find some sharp pieces of iron and some bolts you'll be able to turn most of the clubs into a killer mace straight from the darkness of the Middle Ages. Bountiful bleeding guaranteed!

Cost	Parts Needed	Effect(s)
$600	Blade x2, Bolts x3, Metal Scrap x2	[Bleed]x3, [Crit]+4%

Base Item Needed

Baseball Bat, Big Baseball Bat, Metal Baseball Bat, Stick, Wooden Baton, Tonfa, Heavy Baton, Metal Baton, Police Baton, Kanabo, Metal Kanabo, Hanbo, Home Run, Blunt Speaker

SLASH MOD

Blades mounted horizontally on a club will turn it into a weapon causing so much bleeding you'll need protective goggles to keep your eyes safe from all the gore spurting out of your enemies

Cost	Parts Needed	Effect(s)
$600	Blade x2, Bolts x3, Metal Scrap x2	[Bleed]x3, [Crit}+4%

Base Item Needed

Baseball Bat, Big Baseball Bat, Metal Baseball Bat, Stick, Wooden Baton, Tonfa, Kanabo, Hanbo, Home Run, Blunt Speaker

RIPPER MOD

Would you look at that—a baseball bat, a circular saw and a motor; all combined into a killer tool of doom! If you make it the right way you will be able to start massacring those lousy living dead.

Cost	Parts Needed	Effect(s)
$100	Duct Tape x2, Wire x2, Belt x1, Large Battery x1, Circular Blade x1, Metal Scrap x2	[Bleed]x1, [Crit]+5%

Base Item Needed

Baseball Bat, Home Run, Blunt Speaker, Bouncer's Pal

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CRITICAL MODS

WEIGHTED MOD

Look through the manual I prepared and you will learn how to quickly and easily make your weapon into a strong crushing tool. More crushing than it already was, that is…

Cost	Parts Needed	Effect(s)
$200	Weight Plate x1, Clamp x2	[Crit]+4%

Base Item Needed

Hammer, Nail Hammer, Heavy Hammer, Sledgehammer, Construction Hammer, Maul, Pickaxe, Crowbar, Hanbo, Ban, M.C., Pick of Destiny, Gabriel's Sledgehammer

HEAVY MOD

Weight is the foundation—I've always said this—especially in the case of blunt weapons. By means of a simple trick (that I describe below) you can make your darling crush the skulls of those maniacs like putrid water melons.

Cost	Parts Needed	Effect(s)
$400	Weight Plate x1, Gears x1, Clamp x2	[Crit]+4%

Base Item Needed

Hammer, Nail Hammer, Heavy Hammer, Sledgehammer, Constructional Hammer, Maul, Pickaxe, Crowbar, Hanbo, Ban, M.C., Pick of Destiny, Gabriel's Sledgehammer

PIRANHA MOD

I designed (and was even able to test in action) a clever tool to exterminate these monsters plaguing our beautiful island. Well, it will require collecting several special elements to be combined into a one deadly whole that—provided you are strong enough—will allow you to survive the darkest hour.

Cost	Parts Needed	Effect(s)
$600	Weight Plate x1, Gears x1, Blade x1, Clamp x2	[Crit]+4%

Base Item Needed

Sledgehammer, Constructional Hammer, Maul, Pickaxe, Gabriel's Sledgehammer, Pick of Destiny

SHARK MOD

This thing I managed to compile…is a dream of every homegrown designer with killer inclinations (or rather every murderer with an affinity to DIY). As God is my witness, I wished you didn't have to use that toy but it's out of my hands. Using it will turn those bastards into bloody scraps.

Cost	Parts Needed	Effect(s)
$1000	Weight Plate x1, Gears x1, Metal Scraps x2, Clamp x2, Blade x3	[Crit]+6%

Base Item Needed

Sledgehammer, Constructional Hammer, Maul, Gabriel's Sledgehammer

FIRE MODS

TORCH MOD

Do you know how a torch works? Below you'll find a simple way to make one. If you get a good strike in on one of those bloodthirsty madmen, he'll light up like a Roman candle. Plus, it's always an additional source of light for the darkest hour…

Cost	Parts Needed	Effect(s)
$400	Rag x2, Glue x2, Gas for Lighter x2	[Fire]x1, [Crit]+4%

Base Item Needed

Baseball Bat, Police Baton, Metal Baton, Heavy Baton, Big Baseball Bat, Metal Baseball Bat, Stick, Wooden Baton, Tonfa, Cudgel, Exotic Mace, Kanabo, Metal Kanabo, Blunt Speaker, Home Run, Bouncer's Pal

RED HOT BLADE MOD

While it is true that it's usually very warm on the island, and recently the climate is exceptionally hot, I decided to up the temperature even more. The idea to build this device came to me when I was boiling water using the heater. The effect comes in the shape of a red hot blade that will warm up even a cold, dead body. Try it out yourself.

Cost	Parts Needed	Effect(s)
$100	Duct Tape x2, Wire x2, Battery x1, Belt x1, Large Battery x1, Metal Scrap x1	[Fire]x1, [Crit]+5%

Base Item Needed

Machete, The Machete, Bushmaster

PHOENIX MOD

This may seem ironic but I developed a way to transform a fire axe into a weapon that sets the enemies on fire! Embed it deep into the rotting body of a walking enemy and you'll turn it into a walking column of fire. Made well, this can be a really deadly weapon.

Cost	Parts Needed	Effect(s)
$1000	Barbed Wire x1, Wire x2, Large Battery x2, Steel Rod x2, Belt x1, Duct Tape x3, Flares x1	[Fire]x2, [Crit]+6%

Base Item Needed

Big Splitting Axe, Big Universal Axe, Fire Axe, Viking of the South

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IMPACT MODS

IMPACT MOD

Have you ever prepared escalopes? Did you happen to pound the meat with an electrocution hammer? You will have a chance now, provided you manage to put together such a tool in the way I described in the instructions below. It works!

Cost	Parts Needed	Effect(s)
$200	Duct Tape x2, Wire x2, Battery x2	[Shock]x1, [Crit]+4%

Base Item Needed

Hammer, Baseball Bat, Nail Hammer, Heavy Hammer, Police Baton, Metal Baton, Heavy Baton, Big Baseball Bat, Metal Baseball Bat, Stick, Wooden Baton, Tonfa, Wrench, Heavy Wrench, Pickaxe, Mace, Cudgel, Morning Star, Flanged Mace, Heavy Morning Star, Exotic Mace, Italian Plumber, Pick of Destiny, Blunt Speaker, Home Run, Ban, M.C. Bouncer's Pal

LIGHTNING MOD

What you've got here is a relatively simple way to turn a blunt tool into a percussive weapon. An electrified hammer or some club will make them rotting freaks jump back after every blow as if hit by a train.

Cost	Parts Needed	Effect(s)
$400	Duct Tape x2, Wire x2, Battery x3, Metal Scrap x2	[Shock]x2, [Crit]+4%

Base Item Needed

Hammer, Baseball Bat, Sledgehammer, Nail Hammer, Heavy Hammer, Police Baton, Metal Baton, Heavy Baton, Big Baseball Bat, Metal Baseball Bat, Stick, Wooden Baton, Tonfa, Wrench, Heavy Wrench, Constructional Hammer, Maul, Pickaxe, Crowbar, Mace, Cudgel, Morning Star, Flanged Mace, Heavy Morning Star, Exotic Mace, Kanabo, Metal Kanabo, Italian Plumber, Gabriel's Sledgehammer, Pick of Destiny, Blunt Speaker, Home Run, Ban, M.C., Bouncer's Pal

MAGIC WAND MOD

I'm a wizard! I figured out how to make a real magic (oh fine, electric) wand that will knock those monsters down with a single swat. Try to do everything as described in the instructions and—if you don't electrify yourself—you'll topple the enemies like a freakin' sorcerer.

Cost	Parts Needed	Effect(s)
$600	Duct Tape x3, Wire x3, Large Battery x2, Phone x2, Electronic Scrap x2	[Shock]x3, [Crit]+4%

Base Item Needed

Sledgehammer, Police Baton, Metal Baton, Heavy Baton, Constructional Hammer, Maul, Pickaxe, Crowbar, Mace, Cudgel, Morning Star, Flanged Mace, Heavy Morning Star, Exotic Mace, Kanabo, Metal Kanabo, Gabriel's Sledgehammer, Pick of Destiny

TESLA MOD

Do you happen to have a useless phone on you? If not, get one, a sledgehammer (and some other things) and assemble them all together. The weapon you'll get will literally toss your enemies into the air. If only you had enough stamina in these hands of yours to make a meaningful swing with it…

Cost	Parts Needed	Effect(s)
$1000	Duct Tape x3, Wire x3, Large Battery x3, Phone x2, Belt x2, Engine Parts x1	[Shock]x4, [Crit]+6%

Base Item Needed

Sledgehammer, Constructional Hammer, Maul, Gabriel's Sledgehammer

POISON MODS

PARALYZING STRIKE MOD

Okay if you want a weapon that will make the creature wounded puke his guts out, follow the instructions in my notes. The assembly shouldn't be too difficult provided you gather the right components. Good luck.

Cost	Parts Needed	Effect(s)
$200	Oleander x2, Detergent x2	[Poison]x1, [Crit]+4%

Base Item Needed

Machete, Axe, Two-Handed Axe, Cleaver, Sickle, Knife, Tanto, Wakizashi, Katana, Double Blade, Reaper, The Machete, Zed's Demise, Viking of the South, Master Chef, Bushmaster, Banisher, Eviscerator, Assassin's Greed

VENOM MOD

You will need various seaweeds and plants, and detergents. Well, you'll also need a bladed weapon you can use it with. A poisoned blade is always better than an untainted one, I know a thing or two about it…just make sure you follow the procedure carefully.

Cost	Parts Needed	Effect(s)
$400	Oleander x2, Detergent x2, Algae x2, Flexible Hose x2	[Poison]x2, [Crit]+4%

Base Item Needed

Machete, Axe, Two-Handed Axe, Cleaver, Sickle, Knife, Tanto, Wakizashi, Katana, Double Blade, Reaper, The Machete, Zed's Demise, Viking of the South, Master Chef, Bushmaster, Banisher, Eviscerator, Assassin's Greed

TOXIC MOD

Try and use the flesh of those exploding poor things according to the given recipe (you will need to obtain several more things, which should not cause you a big deal of trouble) and you will get a venomous weapon that will make sending all these half—dead wretches to their graves all that easier.

Cost	Parts Needed	Effect(s)
$600	Oleander x3, Detergent x3, Suicider Meat x2, Lemon Juice x2, Flexible Hose x2	[Poison]x3, [Crit]+4%

Base Item Needed

Machete, Axe, Two-Handed Axe, Cleaver, Sickle, Knife, Tanto, Wakizashi, Katana, Double Blade, Reaper, The Machete, Zed's Demise, Viking of the South, Master Chef, Bushmaster, Banisher, Eviscerator, Assassin's Greed

DEATHSTALKER MOD

I developed a simple poison that can turn a sharp weapon into something that will make the undead spew out their internal organs. A sight to see, believe you me. All you have to do is follow the guidelines below.

Cost	Parts Needed	Effect(s)
$1000	Oleander x3, Detergent x3, Floater Meat x2, Soap x2, Flexible Hose x2, Stingray Tail x1	[Poison]x4, [Crit]+6%

Base Item Needed

Machete, Axe, Two-Handed Axe, Cleaver, Sickle, Knife, Tanto, Wakizashi, Katana, Double Blade, Reaper, The Machete, Zed's Demise, Viking of the South, Master Chef, Bushmaster, Banisher, Eviscerator, Assassin's Greed

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SHOCK MODS

SHOCK MOD

I found that a piece of blade and some electricity is enough to stun one undead. All you have to do is use insulating tape to stick a battery and some wires to a shiv and…voila!—we've got a fancy toy.

Cost	Parts Needed	Effect(s)
$200	Duct Tape x2, Wire x2, Battery x2	[Shock]x1, [Crit]+4%

Base Item Needed

Machete, Axe, Two-Handed Axe, Sickle, Wakizashi, Katana, Tanto, Cane Knife, Sugar Cane Knife, Exotic Cane Knife, Zed's Demise, The Machete, Viking of the South, Bushmaster, Banisher, Eviscerator

HIGH VOLTAGE MOD

As my papa used to say—the only thing better than a battery are two batteries. And two batteries fastened to a solid blade should give quite a shock to any living corpse. Tried and tested!

Cost	Parts Needed	Effect(s)
$400	Duct Tape x2, Wire x2, Battery x3, Electronic Scrap x2	[Shock]x2, [Crit]+4%

Base Item Needed

Machete, Axe, Two-Handed Axe, Sickle, Wakizashi, Katana, Tanto, Cane Knife, Sugar Cane Knife, Exotic Cane Knife, Zed's Demise, The Machete, Viking of the South, Bushmaster, Banisher, Eviscerator

SHORT-CIRCUIT MOD

A high dose of electricity running through a well-sharpened piece of metal is—as it turns out—a really good way to give those undead things a serious reason for epileptic dance routines. Follow the instructions below and you won't regret it…

Cost	Parts Needed	Effect(s)
$600	Duct Tape x3, Wire x3, Large Battery x2, Magnet x2, Electronic Scrap x2	[Shock]x3, [Crit]+4%

Base Item Needed

Machete, Axe, Two-Handed Axe, Sickle, Wakizashi, Katana, Tanto, Cane Knife, Sugar Cane Knife, Exotic Cane Knife, Zed's Demise, The Machete, Viking of the South, Bushmaster, Banisher, Eviscerator

OLD SMOKY MOD

I figured out a way to administer to those rotting crazies a dose of electrocution they will not soon forget…if they're capable of remembering anything in the first place. I made a list of several required elements; all you need to do is put them together with a sound machete and you'll get a really awesome spark-crackling shiv.

Cost	Parts Needed	Effect(s)
$1000	Duct Tape x3, Wire x3, LP4000 Battery x1, Magnet x2, Belt x2, Blade x2	[Shock]x4, [Crit]+6%

Base Item Needed

Machete, The Machete, Bushmaster

FIREARM MODS

EXPLOSIVE MODS

PRIDE GUN MOD

Follow my method and you can turn your gun into something even more explosive. Just try not to make any mistakes while putting it together, as it may be the last mistake you ever make.

Cost	Parts Needed	Effect(s)
$1200	Deodorant x2, Metal Scrap x2, Wire x2, Gas for Lighter x2	[Shock]x1, [Crit]+2%

Base Item Needed

Pistol, McCall's 9mm, Heavy Pistol

PRIDE RIFLE MOD

If you carefully follow the instructions provided below you will be able to turn your rifle into an zombie kicking tool!

Cost	Parts Needed	Effect(s)
$2400	Deodorant x2, Metal Scrap x2, Wire x2, Gas for Lighter x2	[Shock]x1, [Crit]+1%

Base Item Needed

Auto Rifle, Single Shot Rifle, Burst Rifle, Defender of the Motherland

PRIDE SHOTGUN MOD

If you want to make your shotgun even more effective, carefully read the instructions I prepared below.

Cost	Parts Needed	Effect(s)
$2400	Deodorant x2, Metal Scrap x2, Wire x2, Gas for Lighter x2	[Shock]x1, [Crit]+1%

Base Item Needed

Shotgun, Short Shotgun, Crowd Pleaser

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FIRE MODS

STRIKER GUN MOD

The instructions below turn a handgun into a small flame-thrower…or something of the like. In any case, if you put enough effort into creating it you'll be able to set fire to the marauders you meet. Good luck!

Cost	Parts Needed	Effect(s)
$600	Gas for Lighter x2, Metal Scrap x2, Glue x2, Detergent x2	[Fire]x1, [Crit]+2%

Base Item Needed

Pistol, McCall's 9mm, Heavy Pistol

STRIKER RIFLE MOD

If you want to experience truly blazing fun with your rifle, take advantage of my idea. Step by step you'll turn your gun into a portable dragon.

Cost	Parts Needed	Effect(s)
$1200	Gas for Lighter x2, Metal Scrap x2, Glue x2, Detergent x2	[Fire]x1, [Crit]+1%

Base Item Needed

Auto Rifle, Single Shot Rifle, Burst Rifle, Defender of the Motherland

STRIKER SHOTGUN MOD

The method I developed can make a specifically-tweaked shotgun simply spit fire! Follow the instructions and check out the invention in action yourself.

Cost	Parts Needed	Effect(s)
$1200	Gas for Lighter x2, Metal Scrap x2, Glue x2, Detergent x2	

Base Item Needed

Shotgun, Short Shotgun, Crowd Pleaser

POISON MODS

DETOX GUN MOD

A gun that can poison the enemy? I worked out a way to achieve that and tested its effectiveness. You'll find the detailed recipe below. If you get it to work, you will gain a truly useful weapon.

Cost	Parts Needed	Effect(s)
$600	Oleander x2, Metal Scrap x2, Detergent x2, Flexible Hose x1	[Poison]x1, [Crit]+2%

Base Item Needed

Pistol, McCall's 9mm, Heavy Pistol

DETOX RIFLE MOD

A highly poisonous plant and a couple of other ingredients will turn your rifle into the modern equivalent of a bow that fires poisoned arrows. Follow my instructions for a very effective weapon.

Cost	Parts Needed	Effect(s)
$1200	Oleander x2, Metal Scrap x2, Detergent x2, Flexible Hose x1	[Poison]x1, [Crit]+1%

Base Item Needed

Auto Rifle, Single Shot Rifle, Burst Rifle, Defender of the Motherland

DETOX SHOTGUN MOD

Below you'll find the instructions to my new invention: a shotgun that will poison every single undead who catches a little bit of buckshot. While they're puking their guts out, you can reload.

Cost	Parts Needed	Effect(s)
$1200	Oleander x2, Metal Scrap x2, Detergent x2, Flexible Hose x1	[Poison]x1, [Crit]+1%

Base Item Needed

Shogun, Short Shotgun, Crowd Pleaser

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SHOCK MODS

SHOCK GUN MOD

This gun will stupefy every undead out there when you test its improved effect on them. It will literally strike them with electricity. The recipe below is, all in all, pretty simple—check it out yourself and give it a try.

Cost	Parts Needed	Effect(s)
$600	Battery x2, Metal Scrap x2, Magnet x2	[Shock]x1, [Crit]+2%

Base Item Needed

Pistol, McCall's 9mm, Heavy Pistol

SHOCK RIFLE MOD

I made something up that I don't have a name for yet…maybe and electric rifle? I don't know about that….But getting to the point—a weapon modified this way is capable of electrocuting in addition to dealing the usual damage. I strongly advise to make use of it if you want to deal with the zombie plague more effectively.

Cost	Parts Needed	Effect(s)
$1200	Battery x2, Metal Scrap x2, Magnet x2	[Shock]x1, [Crit]+1%

Base Item Needed

Auto Rifle, Single Shot Rifle, Burst Rifle, Defender of the Motherland

SHOCK SHOTGUN MOD

Read the below instructions carefully, they will teach you how to make your gun not only spread clouds of pellets but also electrocute those who stand in your way. There's no need to thank me…

Cost	Parts Needed	Effect(s)
$1200	Battery x2, Metal Scrap x2, Magnet x2	[Shock]x1, [Crit]+1%

Base Item Needed

Shotgun, Short Shotgun, Crowd Pleaser

AMMO MODS

PISTOL AMMO

Below I wrote down a relatively easy way to create pistol ammo. It really requires little effort and the effect is more than worth it.

Cost	Parts Needed	Effect(s)
$250	Metal Scrap x2, Detergent x1	None

Base Item Needed

None

RIFLE AMMO

I would like to share the knowledge I gained years ago and that unfortunately may have vital application under the current circumstances. The notes you will find below will allow you to create rifle rounds. I'm aware that you probably won't find much of it on the island but still…

Cost	Parts Needed	Effect(s)
$750	Metal Scrap x2, Detergent x1	None

Base Item Needed

None

SHOTGUN AMMO

Manufacture your own shotgun ammo using the guidelines I provide. It's simple, and under the current circumstances, undoubtedly necessary.

Cost	Parts Needed	Effect(s)
$500	Metal Scrap x2, Detergent x1	None

Base Item Needed

None

THROWN MODS

DEO-BOMB

Combine together a couple of deodorants in the way I described and you will have in your hands a homemade bomb. Just make sure that the deodorant bottles are not empty!

Cost	Parts Needed	Effect(s)
$50	Deodorant x2, Duct Tape x1	None

Base Item Needed

None

EXPLODING MEAT

Warning, this is not a cooking recipe! A piece of carcass wired with explosives can save your life. If you are not one of those fanatic vegetarians you can certainly manage it. Remember to fasten the explosives tight to the flesh so that the whole thing doesn't fall apart too early.

Cost	Parts Needed	Effect(s)
$50	Meat Bait x1, Duct Tape x1, Wire x1, Battery x1, Wrist Watch x1, Detergent x1	None

Base Item Needed

None

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MOLOTOV

Here's an easy recipe for a simple incendiary device. A bottle of booze and a rag are all you need to turn any enemy from rare to well-done. Easy as pie as long as you don't accidentally barbecue yourself.

Cost	Parts Needed	Effect(s)
$50	Alcohol x2, Rag x1	None

Base Item Needed

None

POISON BOMB

I prepared a relatively easy to construct bomb that spreads a poisonous substance, that will bring upon the unlucky affected a literal puke fest. Just remember not to stand windward when using it!

Cost	Parts Needed	Effect(s)
$50	Duct Tape x1, Wire x1, Battery x1, Metal Scrap x2, Wrist Watch	None

Base Item Needed

None

SHOCK BOMB

Read carefully through the instructions below and then try to recreate in practice the device it describes. You will be dealing with electricity so remain extremely cautious while working on this. The effect of your effort should come as a bomb of a specific type whose effectiveness will be striking…literally and figuratively speaking.

Cost	Parts Needed	Effect(s)
$50	Duct Tape x1, Wire x1, Battery x1	None

Base Item Needed

None

STICKY BOMB MOD

A knife you can throw and an explosive to attach to it is really the only thing you need to make a sticky-grenade. Make a couple of these toys following the instructions; just remember to aim well.

Cost	Parts Needed	Effect(s)
$50	Detergent x1, Wire x1, Duct Tape x1, Wrist Watch x1	[Explosion]x2

Base Item Needed

Kitchen Knife, Homemade Knife, Knife, Wicked Knife, Diving Knife, Military Knife, Assassin's Greed

STUN BOMB

Would you like to have the ability to knock down several guys at a time? Man do I have something for you—a recipe for a homemade stun bomb! See the details below…

Cost	Parts Needed	Effect(s)
$50	Duct Tape x1, Wire x1, Battery x1, Deodorant x2, Wrist Watch x1	None

Base Item Needed

None

TESLA BOMB KNIFE MOD

Below I describe a way to turn a knife into an electric grenade. You throw this contraption at the walking dead, the blade plunges into their rotting flesh, and at the same time releases an electric charge that will strike anyone around. I should get the Noble prize for this invention!

Cost	Parts Needed	Effect(s)
$50	Duct Tape x1, Wire x1, Large Battery x2, Nails x1	[Shock]x1

Base Item Needed

Knife, Assassin's Greed

SONIC PULSE GRENADE

According to my observations the brains of those ubiquitous damned still remain active, although in quite a peculiar way. One can take advantage of this by adjusting their brain wave frequencies using my invention. The effect? You'll see for yourself. I promise it will be…explosive.

Cost	Parts Needed	Effect(s)
$50	Duct Tape x2, Wire x1, Electronic Scrap x2, Phone x1, Large Battery x2	None

Base Item Needed

None

MEAT BAIT

Okay, now I know this sounds disgusting, but hear me out. A jar filled with flesh can be used to bait the walking dead. Throw it hard and when it shatters the undead will gather around it like vultures over a rotting carcass.

Cost	Parts Needed	Effect(s)
$50	Meat x3, Duct Tape x1	None

Base Item Needed

None

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ACT 1

RODGER HOWARD S TAPE RECORDINGS

#01 TAPE #01: STARTING THE INVESTIGATION

The first hidden tape recording is located on the small table under the bookshelf in the living room of John Sinamoi's bungalow 11. You're in this area during the first mission Sinamoi gives you.

#02 TAPE #02 MEETING THE INFORMANT

The second hidden tape recording is located on the small table on the lighthouse balcony beside James Stein (quest giver).

BANOI HERALD EXCERPTS

#1 BANOI HERALD EXCERPT #01

The first collectible in the game is found in the bungalow where you begin the resort quests. It's on a box near the bedroom exit next to the bed. Pick up the *Banoi Herald* Excerpt collectible.

#2 BANOI HERALD EXCERPT #02

The second fact in the game is found on the desk in the beach surf shop. You usually come across it after saving the survivor in his pickup truck just outside the shop on your way from Sinamoi to the Lighthouse Tower in.

#3 BANOI HERALD EXCERPT #03

The Fact is located on a desktop in the far back reception room on the first floor of the Lifeguard Tower.

#4 BANOI HERALD EXCERPT #04

This Fact is in a red bungalow at the top of the hill from a bar hut. Defeat the undead junky in the bed. The fact is on the desk in the bedroom.

#5 BANOI HERALD EXCERPT #05

This Fact is found on a low shelf in the living room corner next to Anne Snider in the dark bungalow in the Golden Bungalow District.

#6 BANOI HERALD EXCERPT #06

Find this collectible in an open toolbox in the subterranean power station in the Silver Bungalow District. You run across this room in the Sidequest, **A Ray of Hope.**

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#7 BANOI HERALD EXCERPT #07
This Fact is on the metal desk inside the bar gazebo on the boardwalk but near the shoreline in the Diamond Bungalow District.

#8 BANOI HERALD EXCERPT #08
Find this collectible on the shelf inside the furthest bungalow on the Diamond Bungalow Districts' northern boardwalk. The Fact is on a shelf in the living room along the right wall.

#9 BANOI HERALD EXCERPT #09
Find this Fact on a desk in the bunker lookout tower. Nikolai opens the first bunker in **Black Hawk Down.** To reach this lookout room, take the warp portal in the bunker then open the door in the northern bunker you warped to, to reveal another workbench chamber. Climb the ladder in this room to reach the lookout tower where the Fact is located.

#10 BANOI HERALD EXCERPT #10
This Fact is on the Workbench in the warehouse next to the mechanic's Marine Workshop. A good time to get this is while playing **Only the Strong Survive.** Defeat the Walkers and the Suicider inside.

#11 BANOI HERALED EXCERTP #11
Find this Fact on the workbench in a bunker that is sealed until Act II. Grab the Fact before Jin catches up to you and the Jungle loads. If you miss it before the Jungle loads, find the return portal in the Jungle near the starting point.

#12 BANOI HERALD EXCERPT #12
Once you get into the hut Harlan wants to get into, find the Fact on a dresser near the bed in the living room. To get into this hut, use the crates and cliff ledges on the right side of the hut to leap over the fence and access the backyard. Break down the door on the right side of the hut.

PERSONAL ID CARDS

ID CARD 001 ID CARD #001
You can come across your first personal ID card collectible by following the minimap route from Sinamoi's bungalow 11 to the beach bungalow where everyone is hold up in **Passport to Life.** The ID card is in an open, blue suitcase outside a nearby open bungalow. You definitely need to check out this open bungalow while you are there. Something deathly kinky was going on in there.

ID CARD 002 ID CARD #002
Find this card in the beach bar hut at the end of the long pier east of the Lifeguard Tower. Open the door to find the ID on a counter above a weapon chest.

ID CARD 003 ID CARD #003
This card is located on the windowsill of this lifeguard stand on the shoreline.

ID CARD 004 ID CARD #004
This card is located on the beach. If you didn't see it, then you probably passed by it a dozen times. It's on a beach blanket near the shoreline.

ID CARD 005 ID CARD #005
This card is located on a table in the living room of a beach bungalow in the Diamond Bungalow District. You must clear the bungalow of the Thug to safely retrieve this collectible.

ID CARD 006 ID CARD #006
Find this ID Card on the central table up on the beach music stage in the Diamond Bungalow District area.

ID CARD 007 ID CARD #007
Find this ID Card on a stack of crates in the bunker that Nikolai unlocks when you follow him from the crash site in **Black Hawk Down.**

ID CARD 008 ID CARD #008
This card is in a beach bar bungalow in the Diamond Bungalow District. The dead guy next to the card is usually found with a dropped Revolver.

ID CARD 009 ID CARD #009
This card, also located in the Diamond Bungalow District, is on the nightstand next to the bathtub. This bungalow is infested with undead, so come prepared to fight.

ID CARD 010 ID CARD #010
You can find this Diamond Bungalow District ID Card on the bed with a rotting corpse. To get to the card, you must first defeat the large Thug in the same room.

ID CARD 011 ID CARD #011
Find this in the first bungalow group to the east as you head to the lighthouse from the lifeguard tower. Break down the front door. Inside break down the door to the living room and defeat the Walker in the dark. Use your flashlight. Find the ID Card next to a carryon bag on the small desk near front door.

ID CARD 012 ID CARD #012
Find the ID Card on the bedside table in bungalow in the Golden Bungalow District.

ID CARD 013 ID CARD #013
Find the ID Card on the bookshelf in the bedroom with Luke Craig.

ID CARD 014 ID CARD #014
Dan Mark is blocking the entrance to the register booth, but you can break the last window next to the left wall and jump into the room. Here you can find an ID Card on the counter next to the register. Grab the canned food and alcohol while you're in there.

ID CARD 015 ID CARD #015
This Card is in a back room in a warehouse northwest of the Lighthouse Gas Station. First you must jump over the truck and crates to get beside the warehouse. Defeat the feasters in the back of the warehouse. Break open the warehouse door, defeat the undead inside and then open the backroom door, defeat the Walker inside and then find this card on the desk.

ID CARD 016 ID CARD #016
Defeat the Suicider and Walker behind the warehouse adjacent to the mechanics workshop in Banoi. Climb the ladder to the rooftop and find this ID Card in open luggage.

ID CARD 017 ID CARD #017
Find the ID Card on a metal desk in this north shoreline facility. It's under a lit table lamp in this dark warehouse.

ID CARD 018 ID CARD #018
Find the ID Card an open suitcase lying in front of the main entrance to the Hotel (behind the large bus under the carport).

ID CARD 019 ID CARD #019
This card is in a locked bar bungalow marked "Dead Zone" above the doorway. You must find the "Storage Key" on the circular bar top that wraps around the bar hut. Once you have the key, one of the doors becomes operational. Inside on the cabinet is this ID Card.

ID CARD 020 ID CARD #020
Find the ID Card on the edge of the sink in the women's underground bathroom at the Hotel pool.

ID CARD 021 ID CARD #021
Find the ID Card on the bookshelf in the living room where you find Anne's Teddy Bear in Bungalow 15.

ID CARD 022 ID CARD #022
Find the ID Card in one of the three purple suitcases in Bungalow 14, unlocked at the end of the **Gold Digger.**

ID CARD 023 ID CARD #023
Find the ID Card on a table in Steve Summers' bungalow in the Hotel Bungalow District. After defeating the Undead around his house, take the Medkit from his chest then jump over the barricade at his front door to enter the home. The Card can be found to the right as you enter.

ID CARD 024 ID CARD #024
Find this ID Card on the rooftop of the Tunnel Gas Station. You have to complete **Waterdance** to stop the electrical hazard that keeps you from reaching the rooftop ladder.

ID CARD 025 ID CARD #025
Find this ID Card on the dashboard of the abandoned pickup truck on the side of the road near two abandoned police cruisers between Harlan's hut and the furthest gas station.

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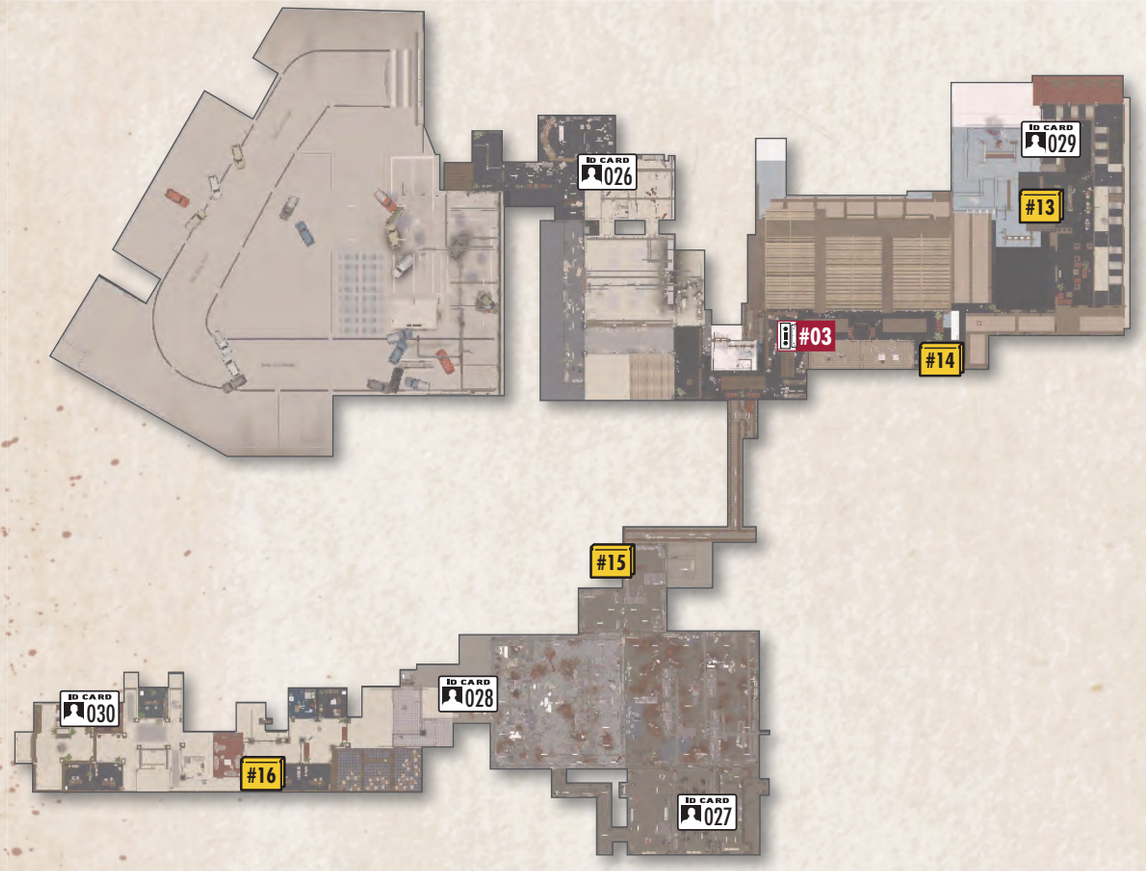
PARKING LOT



#03 TAPE #03 CHAOS IN THE STREETS

The third hidden tape recording is located on the small table in the upper floor Hotel office hallway found just after Ken dies after giving him Morphine. The tape is on a table near a window at the opposite side of the lounge from the coffee counter.

#13 BANOI HERALD EXCERPT #13

Find this collectible on a corner desk in the medical room where you find the Morphine for Ken in the Hotel.

#14 BANOI HERALD EXCERPT #14

This Fact is on a desk in the first office in the upper floor office and lounge area where you also find the third Tape recording.

#15 BANOI HERALD EXCERPT #15

This fact is located on a luggage cart in the small room to the right as you leave the kitchen and enter the dark steam hallways.

#16 BANOI HERALD EXCERPT #16

This Hotel fact is on a table in a room reached just before the cafeteria.

ID CARD 026 ID CARD #026

Find this ID Card on the first computer desk in the Hotel parking facility during the task Mike Davies gives you to get the security cameras back online.

ID CARD 027 ID CARD #027

Find this ID Card next to a dead body in the middle of the meat refrigerator located in the hotel kitchen area.

ID CARD 028 ID CARD #028

Find this ID Card next to a dead body on the floor of the first Hotel interior hallway you access when you jump through the elevator escape hatch after talking to Davies at the elevator shaft.

ID CARD 029 ID CARD #029

Find this ID Card on a shelf in a small hall that connects the first shower room off of the interior pool room in the Hotel parking facility.

ID CARD 030 ID CARD #030

Find this ID Card on the sofa in the first hallway in the hotel.

08 Collectibles.indd 292 8/29/11 8:50 AM

ACT 2

RODGER HOWARD S TAPE RECORDINGS

#04 TAPE #04 HIDING IN THE SLUMS

This tape is in Moresby Act II on a rooftop reached when playing **The Third Head Of Cerberus.** The recorder is on the same rooftop as the third speaker.

#05 TAPE #05 MESSAGE FOR THE FAMILY

This tape is in Moresby Act II and found in a store on a shelf behind a counter and close to a Drink Machine.

08 Collectibles.indd 293 8/29/11 8:50 AM

CITY OF MORSEBY FACTS

#17 BANOI HERALD EXCERPT #17
This fact is on a table in the outside market area across the street from the shop where you find recording #05 in the **Radio Ga Ga** shop. Find the Drink Machine in this open market area and then walk a few paces away from the front of it. The Fact is on the next table over.

#18 BANOI HERALD EXCERPT #18
Find this fact next to Raymond on the interior balcony of St Christopher's Church in Moresby.

#19 BANOI HERALD EXCERPT #19
Find this fact on a table under a roadside sales booth behind a wrecked ambulance and next to a road barricade.

#20 BANOI HERALD EXCERPT #20
Find this fact in this corner store on a shelf adjacent to the Energy Drink machine.

#21 BANOI HERALD EXCERPT #21
Find this Fact on a roadside Workbench stand. The fact is on the table next to the workbench.

#22 BANOI HERALD EXCERPT #22
Find this Fact beside you as you begin in the abandoned house in "A New Broom Sweeps Clean." It's on a stacked crate of covered cans next to the bunk-bed ladder.

#23 BANOI HERALD EXCERPT #23
Find this Fact on a small table next to a toilet in the abandoned house where you find Mugamba's wife and daughter "In Cold Blood."

PERSONAL ID CARDS

ID CARD 031 ID CARD #031
This card is on the ground near a pool of blood in an alley intersection.

ID CARD 032 ID CARD #032
Find this card on the table inside the large office inside the warehouse battle of "Heroes and Villains."

ID CARD 033 ID CARD #033
This card is outside on a bench under the overhang of a corner building in Shanty Town. There's a road barricade and a red box truck wrecked on a light pole nearby.

ID CARD 034 ID CARD #034
Head to the end of the destroyed bridge (10) and then turn back and you'll see the card on the ground near a dead body hanging out of an upside-down red station wagon.

ID CARD 035 ID CARD #035
This card is located in a Moresby gas station which is accessible during "Boat Supplies" near the end of Act III.

ID CARD 036 ID CARD #036
This card is in The Eastern Waterfront area. It's on a bench behind the survivors at the abandoned house and just beside Nick.

ID CARD 037 ID CARD #037
Find this card on a table next to a crate of apples on the same rooftop as the first speaker in **The Second Head Of Cerberus.**

ID CARD 038 ID CARD #038
Find this ID Card on the counter of the store where the Family Souvenir is located in **Picture of Bliss.**

ID CARD 039 ID CARD #039
Find this ID Card on the table under the small sidewalk market shack next to the first fire hydrant.

ID CARD 040 ID CARD #040
This Card is a challenge to get to. Climb the ladder on the metal shack in this alleyway. Follow the network of wooden planks (jumping where necessary) to find this second level nook/balcony where a couple weapon chests also reside. The Card is on a sleeping bag here.

ID CARD 041 ID CARD #041
Find this ID Card inside Nicoli's restaurant in Moresby Act II.

ID CARD 042 ID CARD #042
Find this ID Card is in a northeastern alley usually filled with human gangs that like to play with guns. Clear the alley to find the card lying on a mattress on the ground in squalor.

ID CARD 043 ID CARD #043
Find this ID Card on a metal shelf just outside the Abandoned House entry used in "Uninvited Guests."

ID CARD 044 ID CARD #044
Find this ID Card next to the propane tank in the abandoned market area.

ID CARD 045 ID CARD #045
Find this ID Card on the sidewalk near a fruit stand and fold-up chair in the open market area.

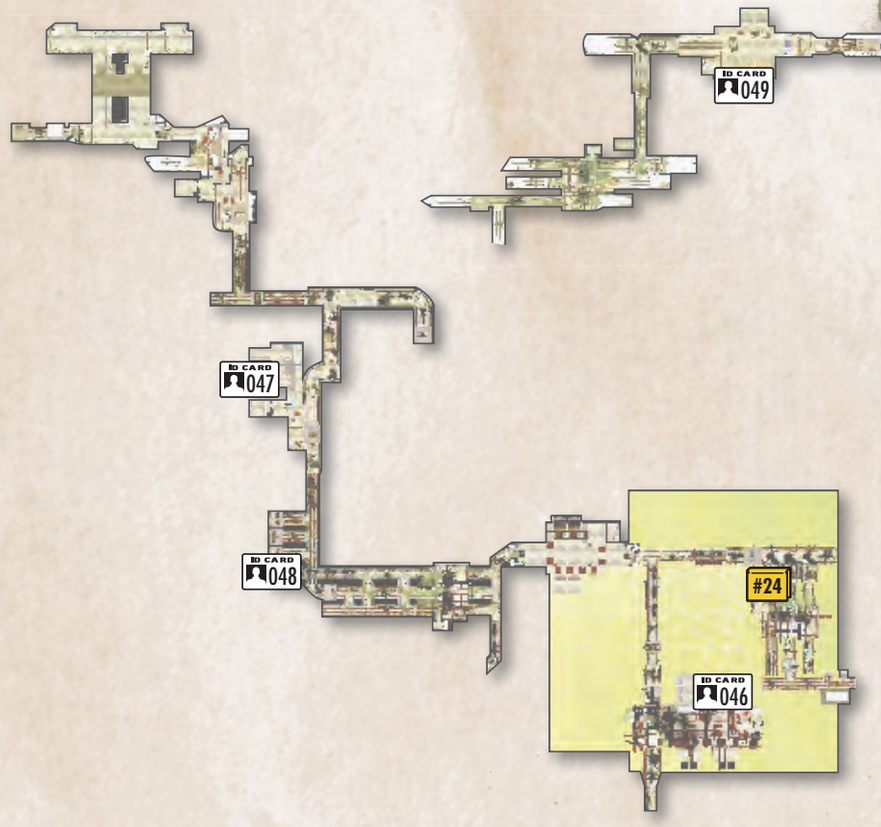
ID CARD 058 ID CARD #058
Find this Card on a nightstand in the bathroom in the abandoned house in **A New Broom Sweeps Clean.** The bathroom is behind the closed door facing the workbench.

ID CARD 059 ID CARD #059
Find this card on a table at the foot of a bed in the large bedroom in the second floor apartment in the abandoned house in.

ID CARD 060 ID CARD #060
Find this Card while looking for Kwan's brother in **Blood Ties.** The ID Card is in the abandoned house in the last room on the right. The card is on a table near the doorway.

08 Collectibles.indd 294 8/29/11 8:50 AM

SEWERS



#24 BANOI HERALD EXCERPT #24
Find this fact on the Workbench in the sewers. Head down the right tunnel when the minimap route wants you to go left at the first intersection. The workbench is in a room off the corner of a large chamber with a Suicider inside.

ID CARD 046 ID CARD #046
Find this ID Card on the table in the sewer control room. Found just after turning off the two water valves in **Let the Waters Flow.**

ID CARD 047 ID CARD #047
Find this ID Card in the first Workbench room you reach after passing ID Card #048's cell location. This is just outside a steam-filled chamber where you fight many Walkers and possibly a Suicider.

ID CARD 048 ID CARD #048
Find this ID Card in an open suitcase in the first "cell" you reach on the left side of the tunnel towards the end of the sewers.

ID CARD 049 ID CARD #049
Find this card up on a small ledge reached by ladder in the toxic-water-filled tunnel in the sewers on your way to the Market.

CITY HALL

ID CARD 050 ID CARD #050
This card is on the pinup board hanging next to the Workbench in the last room in City Hall on your way to the sewers again in **Bitter Return.**

ID CARD 051 ID CARD #051
This card is on the floor in front of some lockers on the second floor landing in the stairwell on the mayor's office side of City Hall.

ID CARD 052 ID CARD #052
This card can be found on a desk in an office attached to the long office on the second floor, reached just after defeating the Infected Todd Mayor.

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MARKET

#25 **BANOI HERALD** EXCERPT #25

Find this Fact is leaning on a bookshelf in the manager's office area.

#26 **BANOI HERALD** EXCERPT #26

Find this Fact on the bookshelf in the back of the room near the lying undead in the room adjacent to the cafeteria. This is just after the Market floor shootout in **Market Journey.**

#27 **BANOI HERALD** EXCERPT #27

Find this Fact on the table in the cafeteria.

ID CARD 053 **ID CARD** #053

This card is in an office in the back of the Market stockroom.

ID CARD 054 **ID CARD** #054

This card on the desk in the manager's cubical at the front of the market floor near the checkout lines. Make sure to loot the entire market floor for great items and mucho money.

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POLICE STATION

ID CARD 055 **ID CARD** #055

This card is in the secretarial office in the police station. The card is on the reception-looking desk near stairwell that leads to the second floor.

ID CARD 056 **ID CARD** #056

Find this card in a jail cell full of dead bodies with names. The card is on the floor beyond Bill's body. This is in the Police Station cells and it is accessible before opening the cell doors.

ID CARD 057 **ID CARD** #057

Find this ID Card on the last cubical in the final office in the Police Station in Act II **Lady in Trouble.** A dead cop that comes to undead life is positioned directly next to it.

#28 **BANOI HERALD** EXCERPT #28

This Fact is on a metal table in the second open room on the right on the second floor of the police station. A Punk guards this item.

#29 **BANOI HERALD** EXCERPT #29

This fact is on a table in the observation room that connects the inaccessible interrogation room in the Police Station jail cell section.

#06 **TAPE #06** A CITY IN RUINS

Find this recording on the floor of the police station garage near a dead officer. This is near the stairwell entrance to the police station.

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ACT 3

RODGER HOWARD S TAPE RECORDINGS

#07 TAPE #07 HEADING INTO THE JUNGLE

Find this recording on Matutero's desk in his hut located in the River Village.

JUNGLE FACTS

#30 BANOI HERALED EXCERTP #30

Find this Fact on dashboard of the bus teetering on the edge of the broken Gaia Falls bridge. Enter the bus through the back doorway.

#31 BANOI HERALD EXCERPT #31

This fact is on a table with a fruit basket in the workbench shack east of River Village. Armed Jungle Muggers always occupy this small camp so clear it first before you attempt to enter their shack. There are usually around five gunmen with one on the rooftop.

#32 BANOI HERALD EXCERPT #32

This fact is located on a table in the first house on the left as you head south through Afran's Village in the Jungle.

PERSONAL ID CARDS

ID CARD 061 ID CARD #061

This card is on a coffee table inside the southernmost jungle hut in Overpass Village.

ID CARD 062 ID CARD #062

Find this card on the upper level of Sam's bunker, which is between the crash site and the River Village. The card is near some canned food and a battery on the floor.

ID CARD 063 ID CARD #063

Find the ID Card on the edge of a table behind Mowen in his hut.

ID CARD 064 ID CARD #064

Once everyone is dead inside Afran's communication facility, find the ID Card on the corkboard above the computer counter in the main control room.

ID CARD 065 ID CARD #065

This card is located in a jungle bunker near Afran's camp. The ID Card is on the top level. Take the ladder up and find the card on a table next to a radio.

ID CARD 066 ID CARD #066

Find this card on a bedside table in the River Village harbor hut that must be cleared of undead in **The Dead In Fishing Net.**

ID CARD 067 ID CARD #067

Find this ID Card in the plane crash site in the aircraft wreckage. The card is on the passenger level on a chair facing the gap where the fuselage cracked in half at the wing.

ID CARD 068 ID CARD #068

This card is on the edge of one of the twin beds in the hut with Carter, the grieving husband in **Death Wish.**

ID CARD 069 ID CARD #069

This ID Card is in Jason's house. Find Jason just north of Otha Cantu's bridge in the northern jungle area. Put a map marker on the house (marked "Jason" on our map) and follow the map route. Help Jason battle the undead. When the undead is no longer a distraction, he will attack you. Defeat the machete-wielding human and raid his house. You can find a Chainsaw and an on the bloodstained floor of the cage in his living room.

ID CARD 070 ID CARD #070

You can find this ID Card on a small stool beside a small table with a crate of fruit on it in a hut in the undead camp in the northeast jungle. The camp is so infested with various undead including Butchers. This place feels like a zombie-killing training camp.

ID CARD 071 ID CARD #071

You can find this ID Card on the edge of a short table with a fan and a stack of papers in the northeast undead camp. Drop down through a hole in the rooftop to get inside this hut. When you remove the barricade from the door, a survival challenge begins (no reward but the XP earned from good times).

ID CARD 072 ID CARD #072

Find this card on the edge of the bar in the pub in the Overpass Village.

ID CARD 073 ID CARD #073

Find this card on the edge of a shelf inside the locked warehouse in the Overpass Village. The key is found on a Thug mechanic in the pub during **Visit the Pub.**

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LABORATORY

#08 TAPE #08 SOMETHING BIG COMING

Find this recording on the testing equipment counter on the right side of the Jungle Laboratory warehouse.

#09 TAPE #09 THE LAB

Find this tape on the edge of the lab technician's desk on the office attached to Dr. West's lab.

#33 BANOI HERALD EXCERPT #33

This fact is on a small side table next to a radio at the foot of the bed in the jungle laboratory.

#34 BANOI HERALD EXCERPT #34

This fact is on the small table in the bedroom of the lab jungle bungalow entered during **Rotting Flesh** to get the undead tissue sample.

#35 BANOI HERALD EXCERPT #35

Find this Fact on Conner's coffee table a few feet away from where he lies dying on the floor of his cabin. This cabin is not unlocked until you begin the main quest **Pure Blood.**

#36 BANOI HERALD EXCERPT #36

Find this Fact on a computer table in the first office on the right as you enter Hallway A2 during.

#37 BANOI HERALD EXCERPT #37

After talking to Willy (54) at the first open office (he blocks) in hallway A1, enter the bathroom beside his room to find this fact on a toilet in a stall.

#40 BANOI HERALD EXCERPT #40

Find this fact on the coffee table in the lab's lobby (the room with the letter "A" painted on the walls).

ID CARD 074 ID CARD #074

This card can be found during **Demonic Science** when Monroe's and Nguyen's office is unlocked in the lab. Find this card on a computer desk next to Monroe's.

ID CARD 075 ID CARD #075

Find this card on the jungle lab's rear metal catwalk.

ID CARD 076 ID CARD #076

Find this card on a computer desk inside the jungle lab warehouse you enter during **Substance of Matter.**

ID CARD 077 ID CARD #077

This fact is on the small living room desk in the lab jungle bungalow entered during **Rotting Flesh** to get the undead tissue samples.

ID CARD 078 ID CARD #078

Find this card on a low shelf in the bathroom of Sebastian's friend's cabin in the research camp found in the Laboratory Jungle.

ID CARD 079 ID CARD #079

Find this card on the easternmost bungalow in Sebastian's camp. The bungalow is overturned and on a hillside. Enter through the open panel on the top and inside and find this card on an overturned cabinet in the bathroom.

ID CARD 080 ID CARD #080

Find this card the arm of the chair of the first jungle research cracker cabin in.

ID CARD 081 ID CARD #081

Find this card on a sink counter in the second cabin you investigate for crackers.

ID CARD 082 ID CARD #082

This card is found in the jungle dock warehouse. This is the first area reached in the Laboratory Jungle in ACT III. Enter the boathouse/warehouse go up the stairs and through a doorway. The card is on the floor near a locked door on the back porch. There is also a weapon chest on this landing.

ID CARD 083 ID CARD #083

Find this card on the floor near the northwest doorway in this jungle lab warehouse.

ID CARD 084 ID CARD #084

Find this card on the tiled driveway near the entrance. It's hard to see since its on bright tile. Look on the other side of the laboratory's "Geo Pharm" logo sign as you drive up to the entrance.

ID CARD 085 ID CARD #085

Find this card in a wrecked yellow truck on the left side of the road between the boat and the laboratory in the jungle. Run over the local undead and find this card on the front driver's seat of the yellow pickup.

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ACT 4

PRISON

#10 TAPE #10 THE PRISON

Find this recording on a table near your prison starting location.

#39 BANOI HERALD EXCERPT #39

Find this Fact on the second floor in the connecting hallway used to get beside the police at the undead barricade they created. The fact is on the floor near a row of small metal chairs.

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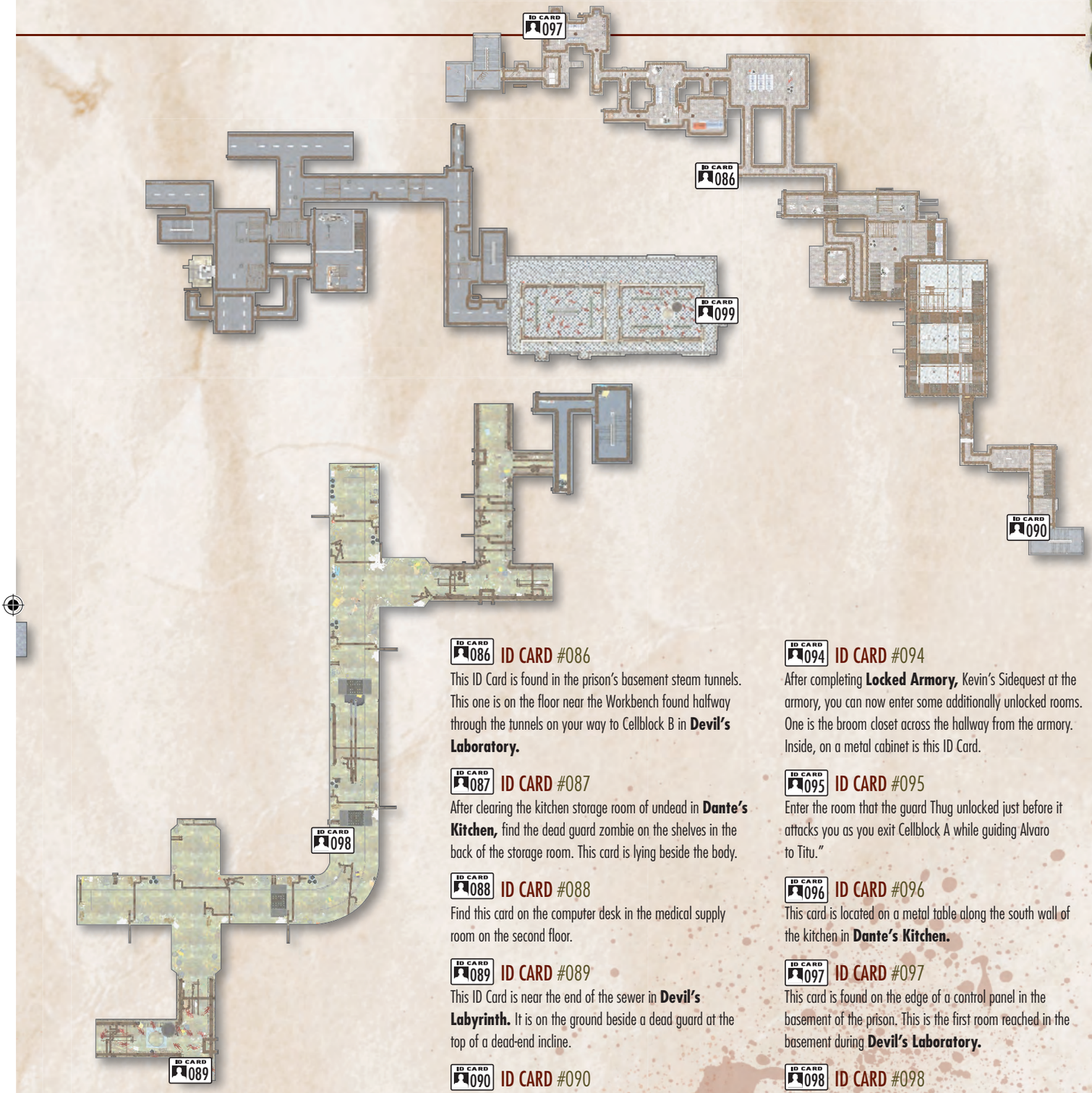

ID CARD #086
This ID Card is found in the prison's basement steam tunnels. This one is on the floor near the Workbench found halfway through the tunnels on your way to Cellblock B in **Devil's Laboratory.**

ID CARD #087
After clearing the kitchen storage room of undead in **Dante's Kitchen,** find the dead guard zombie on the shelves in the back of the storage room. This card is lying beside the body.

ID CARD #088
Find this card on the computer desk in the medical supply room on the second floor.

ID CARD #089
This ID Card is near the end of the sewer in **Devil's Labyrinth.** It is on the ground beside a dead guard at the top of a dead-end incline.

ID CARD #090
This ID Card is on the ground near a locked door on the first level of a stairwell reached just out of the laundry room

ID CARD #092
This ID Card is next to a dead body under the stairs below the Cellblock B control room.

ID CARD #094
After completing **Locked Armory,** Kevin's Sidequest at the armory, you can now enter some additionally unlocked rooms. One is the broom closet across the hallway from the armory. Inside, on a metal cabinet is this ID Card.

ID CARD #095
Enter the room that the guard Thug unlocked just before it attacks you as you exit Cellblock A while guiding Alvaro to Titu."

ID CARD #096
This card is located on a metal table along the south wall of the kitchen in **Dante's Kitchen.**

ID CARD #097
This card is found on the edge of a control panel in the basement of the prison. This is the first room reached in the basement during **Devil's Laboratory.**

ID CARD #098
This ID Card is on the right side of the sewer just after the Floater location and before the curve in the tunnel that leads to a sewer intersection.

ID CARD #099
Find this card on the bloody shower room floor just as you come up out of the sewer in **Devil's Labyrinth.**

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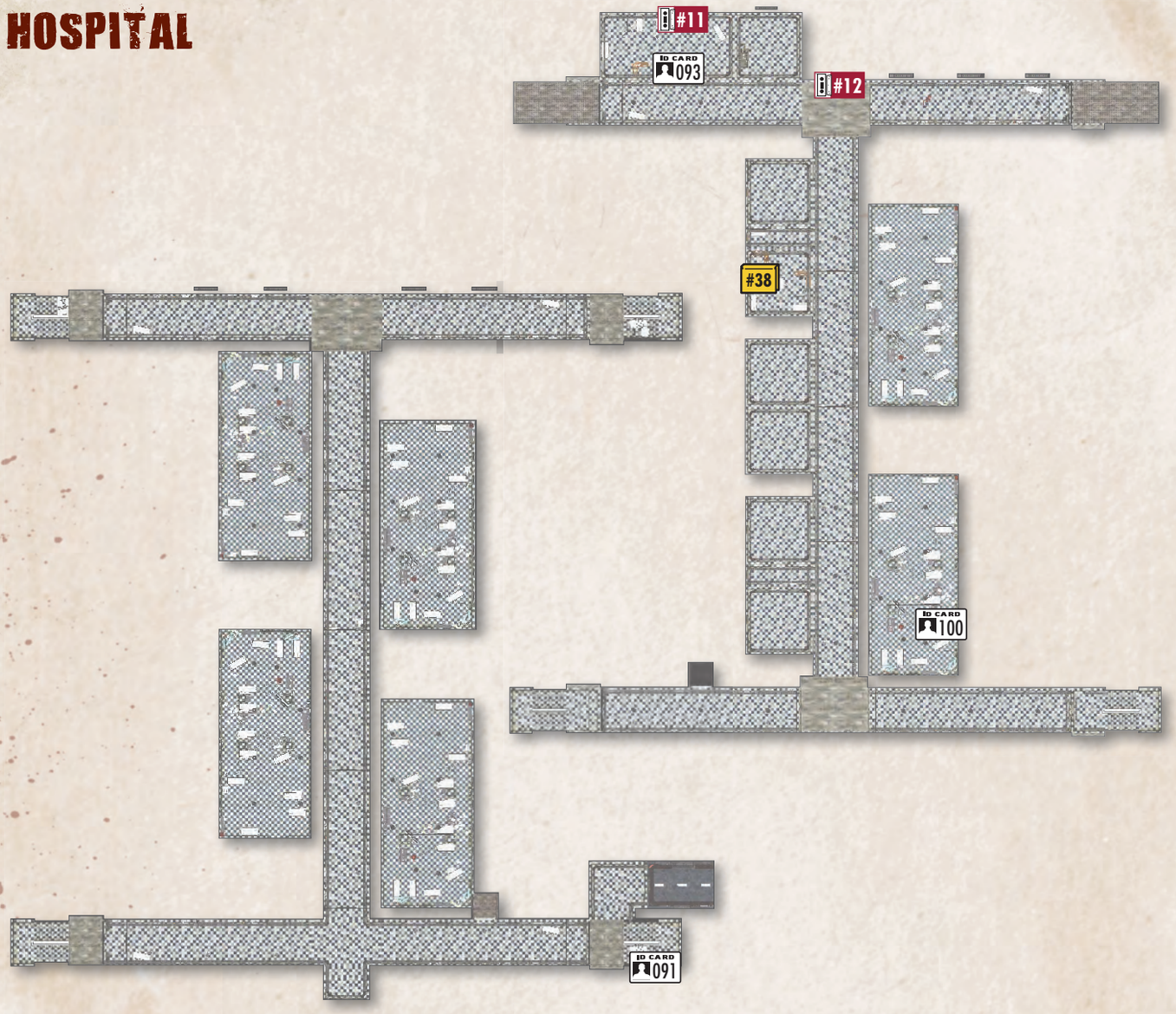
HOSPITAL



#38 BANOI HERALD EXCERPT #38

This fact is on a desk in a small room attached to the second level hospital hallway in **Chasing The White Rabbit.**

#11 TAPE #11 DOCUMENTING SYMPTOMS

Find this Tape on the hospital bed across from the desk with ID Card #093 on it in the first room on the left on the second floor of the hospital in.

#12 TAPE #12 IT'S COVERED IN BLOOD

Find this Tape on the floor of the second floor hospital hallway. It lies in a hallway intersection next to a dead body—one that stays dead.

ID CARD 093 ID CARD #093

Find the ID Card on a desk to the left as you enter the first room on the left in the second floor hospital hallway in **Chasing the White Rabbit.**

ID CARD 100 ID CARD #100

Find the final ID Card on a gurney at the end of the room on the right in the second level hallway (beyond the double door hallway divider) in the hospital.

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